

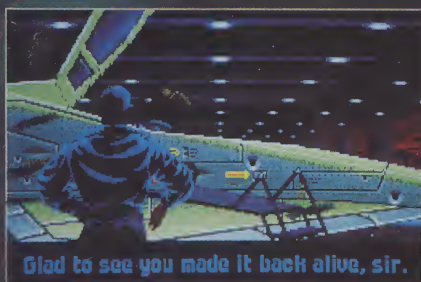
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Long after the passing of the Second Shadow, when dragons ruled the twilight sky and the stars were bright and numerous, came the Age of the Great Guilds. ♦ Blacksmiths. Shepherds. Clerics. Each dedicated to the absolute control of secret knowledge. ♦ Another such Guild was the Weavers. Over the centuries, their craft transcended the limits of physical cloth, until they wove the very fabric of reality itself. ♦ Now, a strange power has swept the Weavers into oblivion, leaving behind one Weaver boy to unravel the mystery. Help young Bobbin rescue his Guild... and you just might save the universe from an unspeakable catastrophe.

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"Janet's heart was beating out a passionate rhythm of excitement as he moved towards her. She knew, yes, she KNEW he was going to kiss her! With a sigh of apparent surrender, she allowed herself to fall into his tentacles. 'Skkrublak...' he murmured tenderly, not noticing the laser behind her back.

It was set to
MaxDestrukt...."

Emmanuel Strikneen,
'Janet Zxlw Suffers Total Recall'
Hills and Moon 1830

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The ACE Conference schedule took in Microprose this month – you can find out what went down (and what took off) on pages 108/109.

The ACE Conferences are an important part of what we're trying to do with this magazine. We don't just want to give you something to read, we also want to give you the chance to speak out and be heard. Anything that brings our readers closer to the industry they support has to be a good thing. At least we think so...

Our other objectives should come across loud and clear from this issue: to give you more information for your money than any other magazine – and to ensure that that information is authoritative, impeccably researched, impartial, and attractively presented.

And above all, we want to give you the magazine you want. If you ever have any criticisms or suggestions, write to us at the Priory Court address in the panel on the left. And you can 'phone us during the Hotline hours of 5.00pm to 6.00pm each weekday (though please be patient if we have to ask you to call back because of monthly deadlines).

reviews

Wing Leader has the potential to be truly awesome; *Supremacy* is superlative; and *Populous* is just one of several Megadrive titles celebrating the UK launch of the Sega 16-bit machine at the recent CES show...

ON COMPUTER pages 50-81

- 77 INTERNATIONAL 3D GOLF CRL
- 77 THE LIGHT CORRIDOR *Infogrames*
- 67 LOOPZ *Audiogenic*
- 60 LOTUS TURBO ESPRIT CHALLENGE *Gremlin*
- 75 MEAN STREETS *US Gold/Access*
- 70 MILLENNIUM PRELUDES
- 81 NEVRYON *4th Dimension*
- 68 PANG! *Ocean*
- 58 RICK DANGEROUS II *Firebird*
- 63 SHADOW OF THE BEAST 2 *Psygnosis*
- 59 SUPREMACY *Melbourne House*
- 57 TEAM YANKEE *Empire*
- 52 WING LEADER *Mindscape/Origin*
- 78 WINGS *Cinemaware/Mirrorsoft*
- 64 WONDERLAND *Virgin/Mastertronic*
- 55 STOP PRESS!

ON CONSOLE pages 85-91

- 89 BUDOKAN *Megadrive*
- 91 DR MARIO *Gameboy*
- 89 MOONWALKER *Megadrive*
- 86 POPULOUS *Megadrive*
- 91 SUPER MONACO GRAND PRIX *Megadrive*
- 85 TEENAGE MUTANT HERO TURTLES *Gameboy*

ON CD page 93

- 93 BOMBS AWAY! *Jane's CDROM Yearbooks*



ACE readers prepare to take to the skies in the Microprose 'plane'



FREE ISSUE! Since everyone wins – at the very least – a £2 discount off some of today's top games, you could say that this issue has paid for itself as soon as you get it past the check-out counter. But there's a lot, lot more to ACE 38 than freebies. There's over 170 pages in this issue, covering everything from simulating 'Nam to the potential danger of matter over mind (see our Brain Burn article on page 24). This month's games include the long-awaited *Rick Dangerous 2*, a superb conversion of *Populous* onto the Megadrive, and *Loopz* – a *Tetris* challenger from Audiogenic that should give puzzlers a few sleepless nights. Plus state-of-the-art flight sim technology from Farnborough, Realtime's *Battle Command*, and much, much more!

◀ Forget printers, modems, and light pens. Next time you want to plug something in, make it your brain. Find out about the future of consciousness and computing on page 24

contents

GAMEPLAY

- 50 **SCREENTEST**
ACE reviews: direct, detailed, and hard hitting
- 85 **CREAM ON CONSOLE**
'Boy Turtles, Megadrive *Populous*, and more
- 93 **SEE 'DIS ON CD**
Military hardware extravaganza on CD ROM
- 99 **TRICKS AND TACTICS**
Abraham Lincoln never cheated. But you can
- 114 **3D AND 50P**
John Cook on the latest coin-ops

SPECIALS

- 38 **ACE OF ACES**
An ACE report on the latest flight sim systems
- 41 **BATTLE COMMAND**
Exclusive: Realtime's latest...and greatest?
- 24 **BRAIN BURN!**
Plug yourself into the future – literally
- 19 **WILD GAMES YONDER**
Visitors to CES dream about games to come
- 46 **EVERYONE WINS...**
...and this page tells you what
- 111 **ANTS ATTACK**
Sandy White's classic joins the Hall of Fame
- 119 **WRITING 'NAM**
Matthew 'Imperium' Stibbe in silicon Saigon

REGULARS

- 6 **ACE NEWS**
The latest developments in games technology
- 11 **PAGE 11**
Timewarp! Tomorrow's games, today
- 13 **ACE LETTERS**
Publish and be damned!
- 35 **SUBSCRIBE!**
12 issues of in-depth entertainment analysis
- 33 **UNFAIR ADVANTAGE**
What this issue's given you for next month
- 123 **PINK POWER**
48 pages packed with info and features



NOVEMBER 1990



MEET GAZZA!

Check out our exclusive review of the latest Gazza game from Entertainment International on page 29, plus details of how you could get to meet the man himself.



Realtime's *Battle Command* features excellent solid 3D effects and stars in an exclusive ACE Preview edition on pages 41/3

ULTRA WAR!

Realtime reveal the secrets of their latest creation, *Battle Command* in this issue. The team who brought you *Carrier Command* are set to send you into a future alternate reality, dominated by the Ultra War – a war fought between low-profile, high-speed, hard hitting elite squadrons, armed to the teeth and operating behind enemy lines. In your Mauler tank, you're airlifted into the combat zone to do battle in solid 3D. It's a real zone for people with brains, they say. Tank it up on pages 41/3.

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SKILL, DARING... AND ERR...

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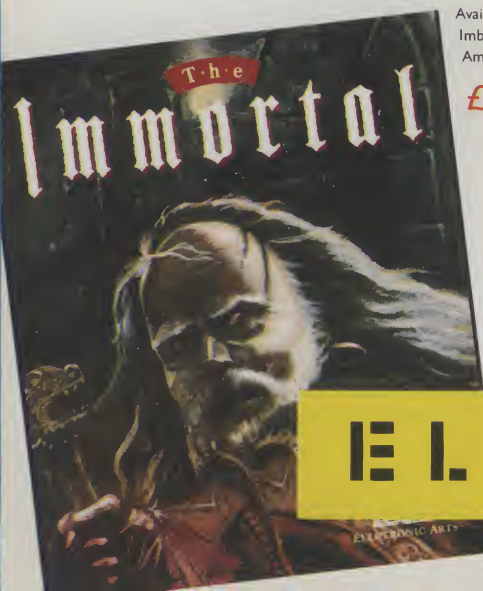
* £100 is the estimated cost to upgrade your Amiga or ST from 512k to 1mb.
If you already have a 1mb machine it won't cost you anything more but the price of the programme!

It's a sad fact of life that only the fortunate few will ever get to experience Will Harvey's masterwork - The Immortal.

Still, those of you who are lucky enough to possess 1mb equipment or a monstrously generous maiden aunt and a birthday coming up, you're in for a rare treat.

Using a uniquely realistic three quarter angle, you are lead through eight levels of labyrinth in a quest to find your long lost teacher Mordimar. In a world of intrigue and betrayal, mystery and blood curdling violence, you are pitted against the most ghoulishly lifelike opponents you'd never want to meet.

All in all, this is one dungeon challenge that no true enthusiast can afford to miss - no matter what the cost.



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KODAK DEVELOPS CD CAMERA

Kodak, the famous photography company, is developing a camera that transfers film images onto compact disc instead of the normal chemical-based film. These CD images can be displayed on any domestic television. Kodak announced its new system at press launches in Tokyo, London and New York last month.

You'll be able to hold up to 100 images on each photo CD. These discs are then inserted

into a special CD player – developed by Dutch electronics giant Philips – connected to a normal TV. As the photo CD is digital, you can zoom, crop and edit every image stored on the disc using a simple remote-control unit. Kodak's revolutionary new system is due to be introduced in 1992. No price has yet been set for the camera, but the CD player will cost in the region of \$500

RAINBOW ARTS GETS ROTATED

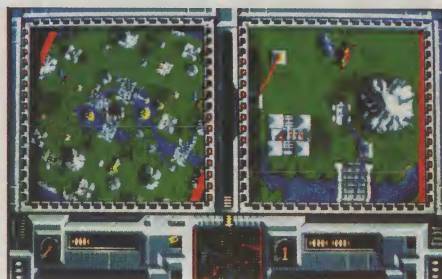
Rainbow Arts, the German software developer of *Denaris*, *Great Giana Sisters* and *X-Out*, is now working on a game which uses a similar system to US Gold's *Rotorscape* graphics routines found in its *Rotox* and *Operation Harrier* games.

The appropriately titled *Rotator* is a one- or two-player split-screen shoot'em-up with 16-colour real-time zoom and field rotating effects, 32 different levels, digital speech and six on-game soundtracks.

"*Rotator* is the first program that rotates coloured pictures in real-time," states Rainbow Arts. "This was an achievement previously only realised with vector orientated graphics that rotate objects consisting of only eight colours. It was impossible to create a variety of colours and details."

"Our Antialised Pixel Rotating Technique reads special pixels from a big playfield every time the screen is assembled. These pixels are then transformed and placed on the special region of the screen. Although the reading, rotating and setting of single pixels require high expenses of time, it was possible to reach a very high speed by using all the custom chips of the computer."

"The routines read, rotate and set 32768 single pixels each consisting of 16-colours from a 280K playfield in a tenth of a second. There are 256 single angles and 500 zoom phases that allow an unbroken enlargement and diminution. Both displayed zones of the screen are zoomable, rotatable and fully self-contained. If the grid is finished, the line connections are drawn and the other objects are rotated, the coordinates are computed and copied onto the screen. Finally the shadow that is to be drawn on the playfield is computed. Every pixel has to be read and converted into a darker colour. This calculation takes just 0.006 seconds on the Amiga." *Rotator* is due to be released for £19.99dk on Amiga, PC and ST this month.



Get ready for more 360° action courtesy of Rainbow Arts.

DARE YOU REFUSE?

US Gold is making an offer you can't refuse by developing computer and console games based around the cult series of *Godfather* mafia movies.

This Birmingham-based software company has secured the rights to the generic name 'The Godfather'. "In order to exploit the licence to its maximum potential, our intention is to produce more than one game in a similar fashion to *Indiana Jones and the Last Crusade*," says US Gold. "There will be a high level interactive-adventure game and a more basic action-game to address both 8-bit and 16-bit markets and child and adult audiences."

The Godfather and *The Godfather Part II* starring Al Pacino and Marlon Brando were both awarded Oscars for Best Picture. The latest movie, *Godfather III*, will be released in March 1991. US Gold hopes to have the games ready for simultaneous release with the film.



MORE MEGADRIVE MANIA

Electronic Arts, the California-based company responsible for *Populous*, *Deluxe Paint* and *Skate or Die*, has announced worldwide publishing deals on the Sega Megadrive with Ocean, Cinemaware, Ubisoft, Three Sixty, Innerprise, Discovery and New World Computing.

Battle Squadron (Innerprise) and *Sword of Sodan* (Discovery) will be the first titles released under this agreement. Other titles have yet to be announced but an EA spokesperson told ACE that the following titles are likely to be converted over to the Megadrive: *F-29 Retaliator* and *Epic* (Ocean), *Unreal* and *Bat* (Ubisoft), *Harpoon* (Three Sixty), *It Came from the Desert* and *Wings* (Cinemaware).

All these software companies have chosen to be partners with Electronic Arts because of EA's Artist workstation – a custom-made game development system designed for quick conversion work. "The Artist allows us to easily port 68000 games across all machine formats," confirms EA.

The Sega Megadrive 16-bit console was officially launched into the UK at CES last month. EA hopes to start releasing Megadrive games over here before the end of the autumn. *Populous* will be the first EA Megadrive game available in the UK (turn to page 86 for the full ACE review).

BUILD YOUR OWN ALTERNATE REALITY

Domark and Incentive are currently developing a *3D Construction Kit* product utilising Incentive's Freescape software technology. "The *3D Construction Kit* is the first product to enable you to create, design and plan a real environment, and to then walk into that environment and interact with it as if you were actually there", says Domark.

Freescape, Incentive's innovative three-dimensional graphics system was first used in the *Driller*, *Dark Side*, *Total Eclipse* and *Castle Master* games. "Designed around Freescape2, *3D Construction Kit* is the ultimate tool for building an alternate reality. This awe-inspiring product is unique in that it can be utilised in both the leisure and educational spheres."

"Using the *Kit* is rather like building Lego blocks for adults with unlimited bricks! Stretch them, squash them, shrink yourself and enter your new creations. Interact with your surroundings, animate objects, get them moving to cre-

ate an even more real effect. Using the 3D elements of the product you can create houses, streets, and maybe even small towns. Buildings and the rooms inside, underground scenes, vehicles and even space scenarios. In short, the limits are set only by your imagination," enthuses Domark.

"The potential uses for such a utility are enormous and include: the creation of 3D computer games (arcade, adventure and simulation), 3D modelling, visualisations and educational (design, modelling and urban studies). You will be able to select sound effects from the products internal library and to use ready-made stand alone environments in your designs."

Let's get virtual! *3D Construction Kit* will be available in April 1991 on Amiga, Spectrum, C64, ST, PC and Amstrad CPC. Prices are yet to be set. "3D Construction Kit encourages creativity within many different areas."



Mr Takeshita (left) and Luther de Gale (middle) hand the fabulous Neo-Geo machine to ACE winner Clive Blass (right)

The lucky winner of the SNK Neo-Geo competition – featured back in ACE 34 – has been picked out of the thousands of hopeful entrants.

Luther De Gale and Mr Takeshita of SNK presented a brand new Neo-Geo to ACE Reader Clive Blass (from Middlesex) at the busy Computer Entertainment Show (CES) last month. Clive also won a Neo-Geo game of his choice.

SNK used CES to officially launch the Neo-Geo console into the UK. "This completely new futuristic game entertainment system actually exceeds the power of the average arcade game and blows the doors off any home system available in the world today," says SNK.

Neo-Geo was exclusively previewed in ACE32. The console itself costs £399.99 (no game supplied), Neo-Geo games are £199.99 each. There are currently eight games titles available, including *Nam-1975*, *Riding Hard*, *Top Player's Golf* and *Magician Lord*.

You can buy Neo-Geo gear at over 50 independent retailers throughout the UK. Active Consoles has been signed up as the exclusive UK distributor of SNK's Neo-Geo by De Gale Marketing (SNK's European agent). Robert Stallibrass of Active says, "One of the things that has put some of the public off buying the Neo-Geo has been the cost of the software at £200.

HAVE YOU WON A NEO-GEO?

We will be offering new and existing owners the opportunity to rent arcade quality titles for £25 a month. At last, people will be able to buy Neo-Geo hardware at the same price as a 16-bit computer, but play far superior games that cost no more than most ST and Amiga titles. There is an annual membership fee of £30. This will also include regular news of new releases and other product information coming from Japan". You can contact Active on 081 752 0260.

ACE has recently offered you exclusive chances to win a Neo-Geo, Fujitsu FM Towns 32-bit CD-ROM micro, Teenage Mutant Ninja Turtle goodies, four Nintendo Gameboys, Sega Megadrive, Atari Lynx, Sega Master System, Nintendo Entertainment System, Paris trip, holiday in Hollywood and an invite to a millionaire's Halloween party in Austin, Texas. Look out for even better competitions in future issues of ACE: the ultimate games magazine.

THE FUTURE IS NOW!

Intertainment '90 is the 3rd Annual Conference on Interactive Entertainment featuring in-depth discussions on Games, Artificial Reality, Interactive Television, Interactive Music, Optical Discs and the Future of Interactive Entertainment. "The 90's will become 'The Decade of Interactive Entertainment' and we would like you to join us and the speakers as we seek to understand The Future of Fun," says conference director Sally Chin.

Speakers at the conference include key personnel from Origin, Lucasfilm Games, Sierra On-Line, Cinemaware, Mediagenic (Activision), MTV, Magnetic Scrolls, American Interactive Media (Philips CD-I software development company), ABC, Time-Life, NEC, Mattel, Mitsubishi Electronics, Children's Television Workshop (Sesame Street), AT&T and Chris Crawford (programmer of *Balance of Power*). ACE will also be participating in the conference.

Topics to be covered include: **The New Gaming World** (examining major developments in the video game market including the emergence of new 16-bit game systems, portable game controllers and new kinds of video games), **Fantasy Role-Playing Games and Game Simulations: The Next Level** (focussing on new approaches to fantasy role-playing games and game simulations), **Pioneering CD-ROM Entertainment** (covering innovative approaches to the design and production of CD-ROM entertainment software), **CD-I Workshop** (providing a comprehensive overview of CD-I), **Artificial Reality 'Adventures in Cyberspace - New Frontiers for Virtual Reality'** (focussing on the development of a whole range of artificial reality applications for the consumer/public market including games), **Interactive Music** (focusing on new approaches to interactive music programming, including 'electronic album covers' and interactive music documentaries), **Maximising the Impact of Interactive Marketing** (covering floppy disk adverts, use of simulators in advertising, sponsorship of video games, online ads and interactive TV advertising), **Moving Towards Hyperfiction** (examining the creation of interactive stories on Macintosh and PC formats), **Interactivity in the New Home Entertainment/Information Centre** (focussing on how and where interactivity will fit in with such technologies as HDTV and digital TV in the new home entertainment centre) and **Integration of New Technologies in Interactive Entertainment** (focussing on new technologies that will significantly impact the development of future interactive entertainment products, including artificial intelligence and holography).

Intertainment '90 will be held at the Marriott Marquis Hotel in New York, USA from 29-31 October 1990. For registration or inquires contact Sally Chin on 0101 212 3823929 or fax 0101 212 3823964. A comprehensive on-the-spot conference report filled with exclusive news and interviews will appear in a near future issue of ACE.

ACCOLADE HITS OUT

Veteran American games developer, Accolade, has interrupted a quiet summer with the announcement of three exciting titles. *Test Drive III: The Passion*, *Elvira - Mistress of the Dark* and *Altered Destiny* are all to be released by the Californian company before Christmas '90.

Test Drive III: The Passion is the latest addition to the team of Accolade's successful racing simulations. "Test Drive products have sold more

fully functional headlights, rain and lighting, snow and fog and pretty damn useful windshield wipers."

Test Drive III: The Passion will be available on PC this month for £29.99dk, other formats will follow later on. All Accolade PC games support EGA, MCGA, VGA and Tandy 16-colour graphics cards and Ad Lib, Roland, CMS and Tandy 3-voice sound boards. In typical fashion, Accolade will also be releasing a *Test Drive III* add-on disk featuring extra scenery and cars.

In a surprising move, Accolade will now publish and distribute Horrorsoft's newest computer game, *Elvira - Mistress of the Dark*. Elvira is a real-life American TV star who introduces late-night horror and Heavy Metal shows.

"Featuring the sultry Elvira, the world's most famous spokesperson for ghouls and goblins,



Slippery when wet - driving in the rain with *Test Drive III*.

"*Elvira - Mistress of the Dark* combines exploration, combat and intriguing puzzles in a completely icon-driven game where nearly everything can be interacted with in some way. A graphic and animation intensive role-playing adventure, *Elvira - Mistress of the Dark* offers rich scenery with nearly 800 locations to explore in the castle rooms, dungeon, catacombs, courtyard, gardens, hedge maze and castle moat. The game also features hand-to-hand battles with more than 100 different monsters, dozens of magic spells and over 300 useable objects including: weapons, herbs and scrolls." *Elvira - Mistress of the Dark* will be released sometime this month at a rather extravagant price of £29.99dk on Amiga, ST and £39.99dk for the PC version.

Altered Destiny, the third release from Accolade, uses a new graphic adventure engine. "One minute you're just a guy eating nacho-flavoured popcorn. The next you're sucked through a television set into a fantastic alien world filled with exotic landscapes and mesmerizing lifeforms. Welcome to the surprising new destiny of PJ Barret. Follow PJ through a marvelous universe of acid pools and frags, quirks and fluboxes, floaters and wraiths. There's a deep mystery here which only he, with your help, can solve."

"*Altered Destiny* has been written and designed by Michael Berlyn, the creator of such classic Infocom games as *Infidel* and *Suspended*, and the author of four sci-fi novels including *The Eternal Enemy*. The game features over 90 animated screens, 25 songs and a super-intelligent parser that recognises more than 1500 words and allows you to communicate in full sentences."

Altered Destiny will be available on PC (£29.99dk) later this month, with an Amiga (£24.99dk) version due in November.



Waiter, waiter, there's a head in my soup!

than one million units," states Accolade. "Not a fantasy, but a true driving simulation, *Test Drive III* takes you to new heights of passion in some of the world's most expensive and exclusive sports car prototypes in the world. Computer racers will be electrified by the 225mph Chevrolet CERV III, the 378-horsepower Pinnaferina Myhos and the \$185000 Lamborghini Diablo. Each of these lightning-fast specialties can be driven or raced on a completely new collections of challenging roads for the most realistic, and most adventurous road racing experience ever," boasts Accolade.

"Designed by Tom Lohry, creator of *Steel Thunder* and *Gunboat*, *Test Drive III: The Passion* uses a combination of bitmapped and polygon-filled graphics with digitised vehicle interiors for an unprecedented sense of speed, road perspective and vehicle performance. Also new to *Test Drive III* are instant replay and a 360-degree chase car view with variable zoom, therefore enabling you to get the driver's view of crashing into a lake or get the witness view of a car's graceful arc as it dives into the water at speeds in excess of 100mph."

"You encounter lakes with boats, rivers and waterfalls, train crossings, bridges and buildings. *Test Drive III* also features day and night driving,



Claw blimey! These guys look like they're a little tough! Can even Elvira charm these brutes?

the game leads players through a demon-filled, medieval castle," confirms Accolade. "Elvira's recent renovations to an ancient castle have aroused her long-dead relative, Queen Emelda, from the grave and opened a portal into the underworld, admitting hundreds of evil servants into the castle to prepare for her arrival. Calling on your ghostbusting expertise, Elvira informs you that Queen Emelda is in search of 'The Scroll of Spiritual Mastery' which will give her immortality and the power to control all the minions of Hades in her ambition to rule the world. Fortunately, the scroll will also provide a way to defeat the queen if Elvira can secure it first. Sealed in a chest bearing six different locks, the scroll is hidden somewhere on the castle grounds."



Just one of the 90 attractive screens from *Altered Destiny*.

IN CRYSTAL COLLECTION INFOGRAMES PRESENTS

Alpha Waves

« They have created
the dream machine »



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THE AMAZING SPIDERMAN

"Spiderman, Spiderman, does what ever a spider can. Can he swing, listen bud, he's got radioactive blood. Hey there, here comes the Spiderman." Entertainment International is releasing *The Amazing Spiderman* on Amiga, Spectrum, C64, ST, PC and CPC later this month. The story so far... "In a desperate search for revenge, Mysterio breaks into Peter Parker's apartment and kidnaps Parkers wife Mary Jane. Mysterio is unaware that Parker is in fact Spiderman. Returning from his regular nightly patrol, Spidey discovers that his apartment has been broken into. There is no sign of his wife, and lying on the table is a note which reads: 'If you ever hope to see Mary Jane again, get Spiderman to meet me at the old Rockwell Studios, tomorrow midnight.'" *The Amazing Spiderman* is an arcade platform game featuring old film sets from horror, science fiction, epic, outer space, western and urban adventure movies.



**Yo dudes!
Not a tiny
mutton nifty
tortoise in
sight...**



THE LAST STARSHIP

Impressions new 'mega-blast-em-up' features: "realistic three-plane parallax scrolling, ships which transform as you upgrade your weapons, wave after wave of innovative and cunning aliens, stirring in-game sound-track and FX, mean and merciless mother-ships." The Last Starship should be out later this month on Amiga and ST.



COWABUNGA!

WRATH OF THE DEMON

Get ready for the next release from Readysoft, the creators of *Dragon's Lair* and *Space Ace*. "Wrath of the Demon combines state-of-the-art multi-level parallax-scrolling with spectacular graphics, animation and playability. You're on a quest to rid the kingdom of an evil Demon and his minions, rescue the princess and restore honor to your king. Your quest will lead you through caves, swamps, temples and castles before reaching your ultimate challenge... the Demon himself." *Wrath of the Demon* features: "over 550 screens of action, over 1200 frames of animation, more than 100 different monsters, over 100 colours on-screen, 60 frames/second, 15 level parallax scrolling, bi-directional smooth scrolling, state-of-the-art animation, breath taking backgrounds, 20 different movements, over 2Mb of graphics and large well-defined characters". Entertainment International will be releasing *Wrath of the Demon* next month on Amiga, C64, ST and PC. Spectrum and Amstrad CPC versions are also under development.



RANX

Ubisoft is working on a game based around a famous French cartoon series. "Ranx is an explosive arcade adventure that should delight even the most blasé of players. In this game you embody Ranx, an android with extraordinary strength – defender of the underdog. Fushia sickness and the psychoplague are ravaging one town after another. There are thousands of victims and no vaccine manages to stamp out the plague. You must move heaven and earth to save the world and discover the remedy. From Rome to New York, you'll have to take on the worst riffraff." *Ranx* is out soon on Amiga, ST and PC.

CRIME DOES NOT PAY

The latest adventure arcade from Titus is immoral. "The goal of the game is to become major of the city with the help of your criminal clan. At the beginning of the game you choose to be an Italian mafioso or a Chinese clan mastermind. Each clan is composed of three members: the Godfather, the Hitman and the pretty but dangerous girl. The acting character moves through the city and fights against cops, punks, the gipsy and members of adverse clans. You have to corrupt or neutralize the VIPs of the city so that they cannot prevent you from reaching your ultimate goal." *Crime Does Not Pay* will be launched later this month on Amiga, ST and PC.



PLAY 'THE BREED'...THEN FEAR THE NIGHT

Clive Barker's

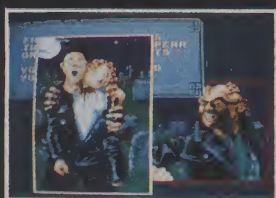
NIGHTBREED

CADAL

THE INTERACTIVE MOVIE

BELIEVED TO BE RESPONSIBLE FOR A SERIES OF MURDERS, AARON BOONE HEARS OF A PLACE CALLED MIDIAN WHERE A RACE OF SUPERNATURAL BEINGS LIVE, ISOLATED FROM THE INHUMANITIES OF MAN. IN A BID TO ESCAPE THE UNJUST WORLD, BOONE DISCOVERS THIS UNDERGROUND NECROPOLIS, HOPING TO BE ACCEPTED AS ONE OF THE 'BREED'. HOWEVER, THIS AMBITION BECOMES FULFILLED IN A NIGHTMARISH FASHION, WHEN HE IS BITTEN BY PELOQUIN, A CANNIBALISTIC BREED MEMBER, AND THUS UNDERGOES AN INCREDIBLE TRANSFORMATION. UNWITTINGLY, BOONE LEADS THE POLICE DEPARTMENT TO MIDIAN IN A CIVILIZATION WHERE EVERYTHING THAT IS DIFFERENT MUST BE DESTROYED. THESE 'SONS OF THE FREE' MOUNT AN ENORMOUS ATTACK UPON THE UNDERGROUND CITY, AIDED BY 'THE MASK' - THE TRUE SERIAL KILLER FOR WHOM BOONE HAD BEEN MISTAKEN. HAS BOONE INITIATED THE DOWNFALL OF THE NIGHTBREED, OR CAN HE BECOME THEIR SAVIOUR?

A COMBINATION OF STRATEGY ELEMENTS AND ARCADE-STYLE ACTION MAKES THIS A GAME OF UNCOMPROMISING CHALLENGES, VARYING EVERY TIME IT IS PLAYED.



Clive Barker's NIGHTBREED-IM & 1990 Morgan Creek Productions.
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Combat Halls

ACE readers
adopt the 'publish
and be damned'
attitude...and
Russell Dodd
brings us a vision
of the games cen-
tres of the
future...

A ROSE IS A ROSE

I'm sure you are aware of all the different names software houses go under. For instance, Sierra, Activision, and System 3 are all one and the same, and obviously Firebird is Rainbird. As I am an avid reader of your mag, I wonder if you could answer this for me.

Dan Morelle, London

Sierra, Activision, and System 3 are all completely different companies. It's just that Activision distribute (or used to distribute) the products of all three to the shops. Firebird and Rainbird, on the other hand, are two brand names used by the same company (Microprose). Companies use different brand names when they want to distinguish between different product ranges. The Firebird range, for example, concentrates on value-for-money action games, whereas Rainbird is known for premier price, complex games like Midwinter.

TOWNS TROUBLE

What is the difference between the CD-TV and a CD-I machine, for example the FM Towns? Will there be versions of Midwinter, Red Storm Rising, and F19 Stealth Fighter for the CDTV or will there just be games written specifically for it?

John Joseph Mercieca, Malta

Here we go again! CD-ROM is a standard for storing computer data on CD. You can buy CD-ROM drives for many machines, ranging from the PC Engine console to the IBM PC. CD-ROM is simply a read-only disk with lots of data storage space. The FM Towns has a CD-ROM drive built-in. CDTV is an Amiga with a CD-ROM drive that has what is known as CD+G capability. In other words, it can play CD music and display computer graphics at the same time. CD-I is yet another system, defined by Sony/Philips and not yet commercially available. It uses CD disks to handle video, audio, and computer data simultaneously. The CDTV will be compatible with almost all existing Amiga software, and some companies are bound to produce specific CDTV versions of their best-selling games if the machine ever establishes a large user base.

THE AWFUL TRUTH

I've had an idea for a computer that is able to convert a book into a film. The way it works is that you programme the book into the computer which the computer will then analyse. Then you program in the names of the actors and actresses you think will suit the roles. The computer should then store this in its memory banks which should only take a few seconds. Then the computer makes a cartoon film based on the book, thus eliminating irrelevant matter, leaving you with a basic structure to work on. If, however, the film produces in itself is as you would wish it to be, the computer then makes copies of it onto video or reel-to-reel tapes.

C. Letch, Blackpool

We were under the impression that most films were already made this way.

BUYERS GUIDE TO SALESMEN

Mike Wilks of Sheffield has sent us a dictionary of sales phrases. We found the following particularly useful...

The latest machine, using all new technology

The ultimate programming language
Soon you'll wonder how you lived without it

A brilliant machine, but we've only got a few left because they're so popular

The machine won't work with your old printer
All of the other shops don't give you a free monitor
It's a misprint

No, you'll have to buy a monitor
I've got one at home
You've just saved a lot of money

A Spectrum

BASIC

Soon you'll wonder why you bought it

A VIC 20

So why don't you buy a new one?

We don't either

I hate mail order companies

What the hell's a modulator??

I got conned too

You've just wasted even more

"TAKES YOUR BREATH AWAY"

OPERATION HARRIER

**INTELLIGENCE INDICATES –
MEMBERS OF ENEMY
HI-COMMAND ON CRUISER
NEAR NORTH ISLAND,
MIDDLE EAST.**

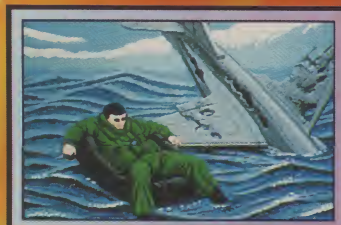
**YOUR MISSION... SINK THE
ENEMY CRUISER.**

**YOU WANT A REVOLUTION?...
...YOU'VE GOT IT !!**

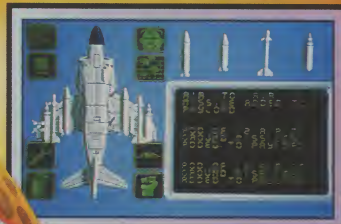
ROTOSCAPE combines the colourful detail of large sprites with the complete freedom to move around a background of polygon constructed landscapes. Watch in amazement as this detailed background zooms, scrolls and rotates through 360° around you, giving an incredibly lifelike feel to the game.



Screen shots from Atari ST version



Screen shots from Amiga version



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Screen shots are only intended to be illustrative of the game, play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

NO MORE ADS!

When I pay £1.60 for a magazine, I expect something that will keep me happy for quite a while after purchase, but with up to 30% or so of the magazine being adverts, ACE does not provide enough long term reading as you would expect from a 130 page magazine. To ask you to cut out adverts complete would be a stupid thing to do as they keep the reader aware of what games are about, but I'm sure a few less wouldn't hurt.

Stuart Russell, Harrogate

Ahem. Stuart, the ads actually pay for the production of the magazine, which costs far more money than is received from the readers who buy it. To give you some idea, the page you are looking at cost £700 to produce – and that doesn't even include the printing costs! That's because here at ACE we spend a lot of money on design and colour technology to ensure we can produce a really top class product. Finally, if you compare the number of pages you get to read in this issue of ACE with ANY other games magazine and then compare the price, you'll see that we give you far more pages for your money.

CONFERENCE QUERIES

Will all ACE Conferences be on Thursdays? Will there be a conference at Ocean in the near future?

Anon

No. Yes. See page 109 for details of how to get in on the Conference act.

I'd really like to attend of your ACE Conferences. Can't you hold some on the Continent?

Anne-Miriam Maczewska, W. Germany

That's an excellent idea and we'll try to arrange one as soon as possible. How about Rainbow Arts?

MEGADRIVE DELUSIONS

I question your ACE CHOICE conclusion about the Megadrive in your recent issue for several reasons.

First, price. It's really rather expensive when compared with, say, an ST and lacks a keyboard, so putting off the cautious British purchaser (eg an adult) who requires some educational justification for buying.

Second, performance. It's old technology really, as we all know, and it lacks a keyboard, so you can only play games.

Third, the games. Will the games be any better on 16-bit consoles. Are they that much of an advance? Will a £45 version of Populous be more enjoyable than a £16 version? No.

Fourth, software availability. A bit naughty really, because that which is presently available will not be compatible with the 'official' British machine. I don't know of anywhere in Scotland where you can buy this software, so no stars.

Fifth, software standards. From what I've seen, it looks



'I saw your photo of a screen from New Zealand Story while reading the article on cute and cuddly computer games. I liked the Kiwi so much that I drew one of my own – bigger and better!
Sarah Rutt (aged 14)

very good, and so it should be at £30 a game. However, as with all machines, there will be some duff pieces as well – all at £30. It's unlikely that you will be able to swap it with your friends, though, and it can't be copied.

So, prospects. Despite the technological qualities and hype, I predict a one or two star future for the Sega Megadrive.

Douglas Inness, Prestwick

Well argued, Douglas. We have a few points to make. First, we only tipped the Megadrive as the CONSOLE most likely to succeed. We are not recommending it instead of a computer. On the contrary, we made it very clear in the article that the true games connoisseur needs both a console AND a computer. However, if you can't afford both, we reckon you should invest in a good 16-bit computer.

The performance of the Megadrive is very good for a console and it's 16-bit architecture is hardly 'old technology', particularly where consoles are concerned. We absolutely agree about the price and the software availability, but we hope that the former will fall eventually and the latter will increase – especially now the machine has been officially launched. However, remember that there will be some games on the Megadrive that will not be available on any computer. And as far as duff software is concerned, check the games first in ACE and you'll be OK!

REACTION TO THE FAST AD

"This smacks of thought control..."

J. Brown, Blackpool

I have just seen the latest batch of adverts from the Federation against Software Theft. The ad with the two boys turning in their maths teacher. I'm sure I can't be by myself in thinking these ads a little sinister.

J. Brown, Blackpool

To me this ad seemed the story of two schoolkids who discovered a method of getting rid of an annoying maths teacher!

Dirk Jumpertz, Harelbeke



Hmmm...We have to agree. Paying £60 for software like Moonwalker on the Megadrive is not a pleasant or rewarding experience

OUTRAGED

I just want to say 'Why don't b****y software houses use the same keys and joystick conventions on all games and across all formats?'. It's confusing and time-wasting to look for and then memorise all the different keys. What about 'M' for music only, 'S' for sound effects, 'P' for pause, and so on.

Dave

Hear, hear.

A SPECIAL RELATIONSHIP

In response to International Business Week's comments about UK gamers being years behind the US...

Back when I was wearing a suit to work and trying my best to become an executoid, our office subscribed to IBW, Forbes Inc, and the Wall Street Journal. Due to their inaccuracies and obvious slanting of news stories, we cancelled. We didn't find them reliable, totally accurate, or unbiased, so we didn't take them seriously and you shouldn't either.

I receive and read ACE, The One, Zero, CU, and Amiga Format. From your articles and letters to the Editor, I think you take games much more seriously and have a better understanding of them than most Americans.

However, you do seem to have a shortage of licensed consoles, brought on by the manufacturers wanting to saturate the US before moving on to Europe. This strategy seems flawed, as it cuts off half the world market.

Nicholas Peters, Wichita, Kansas, USA

PS In the movies dept: watch for 'Darkman'...Excellent!

Yay! Who said the special relationship between our countries was no more!?

CES SEND UP

Congratulations on your recent Computer Entertainment Show at Earls Court. I managed to get there early on the Saturday and avoid the queues and enjoyed myself so much I went back again on Sunday - but that time I wasn't so lucky and had to wait for hours. Is there anything that can be done about this for next year?

While I'm on the subject, I thought the idea of getting the Turtles and Betty Boo to perform was great. Who have you got lined up for 1991?

James Simpson, London

Our apologies to all readers who suffered from the queues at the show. Unfortunately, the control of entry to the show is to some extent outside our control. We cannot be absolutely certain how many people will attend, and the number of people allowed into any venue at one time is regulated by law. The police and fire officers (quite rightly) will hold up queues (or even close shows completely) if they believe there is a danger to public safety.

Next year, we're almost certain to hold the Show at a different, larger venue. And I'm sure that there will be even more celebrities on tap for you...



One of the US Battletech centres in operation. With luck, similar ventures will soon be set up in the UK...



MULTI PLAYER PROMISE

For those who don't know, the key direction over the coming years MUST be multiplayer games. When reading game reviews nowadays, I always look for multiplayer capability. Being lucky enough to own two ST's, I am always disappointed when games are not equipped for this facility. One of the most enjoyable games I ever played is Bloodwych with a friend. This game and the expansion disk have given us many hours of enjoyment - but this could have been better if we couldn't see what the other person was doing all the time. Stunt Car Racer is another prime example of the added fun multiplayer brings to a game. the most promising game appeared to be Dominion, advertised at the beginning of the year, but that appears to have sunk without trace.

As a programmer, I have been playing around with multiplayer games inside my head for years, but a lack of finished products would mean most software houses would not be interested in my ideas. What the computer role-playing game scene needs is someone willing to bring multiplayer games like Shades of the general public. If someone like Richard Branson were to set up multiplayer 'halls' where, say, one hundred terminals were linked to a mini, each terminal being a dedicated cockpit for playing the game, then people could come in off the street and book up a session without having the hassle of buying all the hardware first. They'd pay as they played, and play for as little or as long as they could afford. Your character could be saved from session to session and there would be a couple of DM's to take control of the game world, to expand it and keep it in balance.

Russell Dodd, Bristol

The multi-player hall has already been tried to a very limited extent in the US with Battletech Centres. It's a tremendous idea, Russell, however - and you could store your personal ID and status on a smart card (see our article on pages 19-21). Go for it, R. Branson...

SUBS ATTACK

I've been a subscriber now for several months but have still not received my copy of InterfAce. Even worse, my copy of the Neo Geo issue (34) arrived without a postcard entry form. I know these are small niggles, and I still think the magazine is excellent value for money, but can you make sure that this situation is rectified and that in future we get our entry cards?

Janet Wilson, Bathampton

Sorry, Janet. There have been problems with the subscription service. The service is being relaunched next month, with bonus editions of InterfAce to make up for the delay.

Tournament Golf™



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elite

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Yes! I've just got to get along to the the Commodore Christmas Show. Please rush me -
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*I am sending a cheque for £ _____

*Please charge £ _____ to my *Access/*Visa

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*Please delete as appropriate

Beyond CES



Eager visitors queue (literally) around the block for entry to the Show. At one point the queue was an incredible 2 miles long!

Well, it's all over for another year. The Computer Entertainment Show, held at Earls Court from 13-16th September, has been and gone, leaving behind only happy memories and a huge pile of litter! The general opinion of the Show was that it had been a huge success, the only complaint being that Earls Court was a little shabby looking and not really a suitable venue.

The order of the day seemed to be huge video walls and cars. Mirrorsoft and Ocean were blasting out sound and vision in a serious way, and US Gold had a Lamborghini, Gremlin a Lotus Esprit and Mindscape a NASCAR stockracer on their stands.

Of course, those Turtles were there. Crowds of youngsters surged towards the stage area whenever the opening thuds of "Turtle Power" blasted across Earls Court, trampling all before them in their efforts to see two men dressed in green suits. If any doubted the force of Turtlemania sweeping the country, then those doubts were blown away. Even Mirrorsoft claimed to have underestimated how popular anything Turtle would be!

The Show wasn't without incident. On the Ocean stand a Special Criminal Investigation coin-op caught fire, but fortunately the speedy action of the stand staff extinguished it without injury. On a lighter note, the mighty Robocop tripped on the edge of a carpet and the Turtles were seen racing against each other on Lotus Esprit Challenge.

WHITHER THE HOME COMPUTER?

Most of the software companies felt that this year saw the dying gasps of the 8-bit market, although all acknowledged that there is still a strong core group of 8-bit owners wanting software. It appears that most people who would've bought an 8-bit machine are now turning to the cheaper consoles for their fun. The state of the 16-bit market is still strong, with a lot of confidence in the Amiga remaining buoyant for quite a few years yet. How the 16-bit consoles affect that market waits to be seen.

CONSOLE YOURSELF

The console boom continues, with Nintendo, Sega and the Neo Geo all featuring very strongly. Nintendo were exhibiting the NES and previewing the Gameboy, Virgin/Mastertronic continued their strong support



Our on-the-spot report from last month's Computer Entertainment Show highlights several promising trends for the future...

CES WEIRD FACTS DEPT 1
Over fifty thousand business cards changed hands in four days...

Are Ocean trying to bombard the audience with subliminal messages about their opinion on public reaction to the Turtles? Ocean win the ACE award for the most stylish stand.

for the Sega Master System and Megadrive, Commodore and Amstrad took the opportunity of the show to launch their new systems and nearly every major software house was working on launches for the consoles.

The Neo Geo stand attracted a lot of interest, but incredulity was expressed by most at the price of the system and particularly the game cartridges. Admittedly the games look gorgeous, but no matter how good they

are you will tire of them eventually, and then you're left with a lump of silicon that cost you around £250. Active Sales, who are marketing the SNK console in the UK, claim that people who buy from them will become members of a Neo Geo club, where software can be rented for £25 pounds a month. This still seems a little steep, but only time will tell if the public feel the same.



Scream! It's the Turtles! Our cameraman braves the crush of the teeming throng to bring you this shot of Raphael and Donatello.

ENDORSE THAT GAME!

An interesting indicator at CES of possible future trends was that of brand name endorsement. One of the most popular stands at the show was Gremlin's, who were exhibiting Lotus Esprit Challenge and Team Suzuki. These endorsements are cheaper (at the moment!) to obtain, but retain the high profile of a recognised name. That means there's more money to spend on the game itself, which can only be a good thing. Furthermore, because the gameplay doesn't have to follow a storyline, the programmers have more freedom in actual game design (see the review of Challenge on page 60).

Finally, there's a less obvious aspect to endorsement. When you license a game based on a movie, the value of the license tends to be rather short-lived, whereas a product endorsed by a company is liable to benefit from the relationship on a more long term basis.

Of course, endorsement doesn't guarantee a better game by any means, but it is one way of borrowing marketing power from other industries without paying too high a price.



Gremlin had one of the most popular stands at the show, partly thanks to the presence of a Lotus Esprit.

IMME POWER

The Interactive Multi-Media Engine attracted a lot of interest, with huge queues around the stand as eager show visitors waited to take their turn sampling its mysteries. The Engine, developed by Jack W. Lampl III and Washington R. da Silva (shown here), founders of California-based Subjective Technology, Inc., is basically a square black lighttight room containing four video screens and loudspeakers in each corner with a line of motion sensors at waist height around the walls.

A complex computer interprets any motion and triggers laserdisc output to the room. The room at the Show was quite crude in the sense that it can only detect motion in 2-D (i.e. peoples position on the floor of the room). The full model has sensors all over so that motion anywhere can be detected. Software events can then be more precisely controlled and localised to, say, head movements.

The Engine should ideally be used by one person. Unfortunately, due to the numbers of people wanting to see it in action up to twelve had to be admitted at one time. This made the function of the room a little confusing for some - you may have been standing still, but because others were moving events were still occurring. This, and the high level of noise in the venue, diminished the impact of the room slightly, but hopefully most got a least some inkling of the Engine's capabilities.

The Engine was originally designed as a performance tool for artists, but obviously the potential for other uses, and games in particular, is incredible. Imagine IK+, for example, with your own kicks and punches reproduced on-screen - it'd be great fun, and a fantastic workout as well!



Washington R. da Silva (left) and Jack W. Lampl III, creators of the IMME, standing before the hardware that drives their incredible brainchild.



You'd play Neo Geo games at the stand, but would you buy them?

A LICENCE TO SELL

As to be expected, there were a lot of titles tied into to film licences, such as *Back to the Future 2 & 3* and *Predator 2* from Mirrorsoft, *Total Recall*, *Robocop 2*, *Nightbreed* and *Firebirds* from Ocean, *Days of Thunder* from Mindscape, *Dick Tracy* from the newly launched Disney Software, *The Godfather* from US Gold and *The Spy Who Loved Me* from Domark. There were also several games based on comic characters, such as *Judge Dredd* from Virgin/Mastertronic, *Rogue Trooper* from Core and the controversial *RanXerox* from UbiSoft.

A ROOM WITH A VIEW - OF THE FUTURE!

ACE's stand at the Show was the Living Room of the Future, and we were staggered by the huge response from the public and particularly the interest in the centrepiece of the exhibit, the Interactive MultiMedia Engine. Thanks to all the readers who visited the stand and said "Hello" - we hope you found it interesting!

But we know that you couldn't all be there to see what was on display, so join us as ACE gives you a glimpse elsewhere in this feature of the sort of technology you can expect to take for granted in the future...And finally, don't forget - see you next year, and keep your fingers crossed that we get Olympia next time so that you can all fit in!

GET SMART!

Smart cards are small creditcard-sized pieces of silicon capable of storing large amounts of information. The Sega My Card employs standard IC technology (as used in Sega cartridges) and can store up to 250K. However, this is small potatoes compared to the LaserCard - it can hold up to 2 Megabytes!

And there are cards even smarter than this. Some use transponder technology to transmit and receive information from various devices. For example, the COTAG can read/transmit from 2cm, whereas the ELIS card (shown as both a card and a watch-sized chip) has a range of 50cm. Particularly interesting is the MELCARD - it has an 8-bit CPU plus 8K storage, so the card can actually be programmed.

Such cards could be used in a huge variety of ways including, of course, leisure. For example, you could have one loaded with a prepaid number of credits at your local arcade, and your favourite machine will get ready for play as you approach, reading in your highest score to date and allowing you to carry on from the highest level reached. As you play, credits will be deducted and information on how well you're doing updated instantly.



The smart cards. From bottom left moving clockwise: LaserCard, COTAG, MELCARD, ELIS and Sega My Card. The large black disc in the foreground is the other version of the ELIS card.



The smallest console? The Nintendo Gameboy generated a lot of interest when it was previewed at the CES.



Gonna make you an offer you can't refuse - and who would refuse a Lamborghini?

SMALL IS BEAUTIFUL

Is size important? In the world of technology, yes - and the smaller the better! Shown is the Canon Ion Camera, which can store up to 50 video pictures on tiny 2-inch floppy discs. The shots can then be replayed straight from the camera onto a normal TV. The tiny size of the discs means that they can be used as a compact portable visual database. And the size of the camera? Little bigger than a large format paperback!

The compaction of technology means that what would have been several items joined by cables can be integrated into one much smaller device. On display was the Hitachi Lapwatch, a portable VHS video player with a built-in 5-inch LCD TV screen that was no larger than a small shoe box. It can display several TV standards, such as PAL and NTSC, so tapes from just about anywhere around the world can be viewed.

Of great interest was the Canon S2000, an IBM compatible PC, FAX machine, telephone and answering machine, all in a casing with a footprint no larger than that of a 'normal' PC. The screen is touch sensitive, and icons can be activated by simple touching them! When the 'phone receiver is picked up, a list of up to 300 stored names and numbers appears on screen, and pressing a name dials the number automatically.

On average, the worker in London spends about 1.5 hours getting to and from work - that's almost 10 wasted working weeks a year in tiring travel. The dream of an integrated home workstation, with the increases in productivity and efficiency that would bring, is now viable.

CANON ION CAMERA

The advent of CD-I heralds a new age when information of all kinds - video, audio, and program data - can be stored on a single medium. Even traditional skills like photography will soon be linked into computer network. The Ion camera can capture a still video frame and then export it directly to your TV or computer.

The Canon Ion camera. No larger than a paperback, it stores up to 50 pictures on a 2-inch disc, also shown.



Kids, can you guess what title Mirrosoft were heavily promoting at the Show?



Hey, that's our stand - the ACE Living Room of the Future teeming with people!



INTERACTIVE CD - STILL A DREAM?

As an example of CD-ROM, we were able to get our hands on an FM Towns for exhibition. Running the *Galaxy Force* clone *Evolution*, it got a lot of visitors very excited, but their passion was cooled on learning it would cost around £1500 pounds to buy on import. There are no plans by Fujitsu to launch the machine in the UK, partly due to its disappointing sales in Japan.

The possibilities of CD-I were indicated by a video, kindly loaned by Philips. The problem with the software for the CD-I machines is that, as usual, it is in the classic "chicken and the egg" situation. The Japanese software developers are more market driven, and await the machine before starting writing. Thus the CD-I developers are depending on the enthusiasm of the US and European software houses to write programs ready for launch.

However the launch of the CD-I machine still seems to be some way away, with as late as 1992 being mooted. This leaves the way wide open for the CD-TV, which was on display behind the safety of a glass wall on Commodore's stand. Although the power light was on and the front clock was working, no other demonstrations of the CD-TV's capabilities, apart from a video presentation, was given. Although this raises the suspicion that the

Commodore's CD-TV, safe and sound from prying fingers behind a large glass screen.

machine on show was no more than an empty box, Commodore assured us that it could work if they wanted it to. The official launch date for the CD-TV is still shrouded in mystery. Let's hope they don't keep us waiting too long.

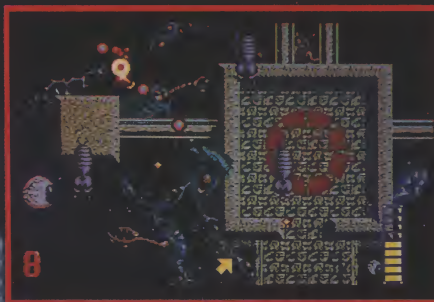
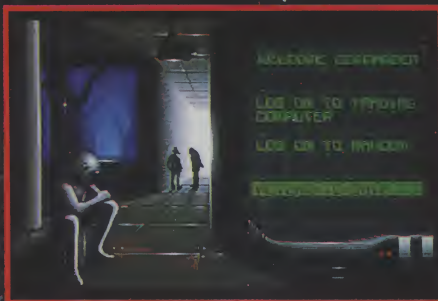


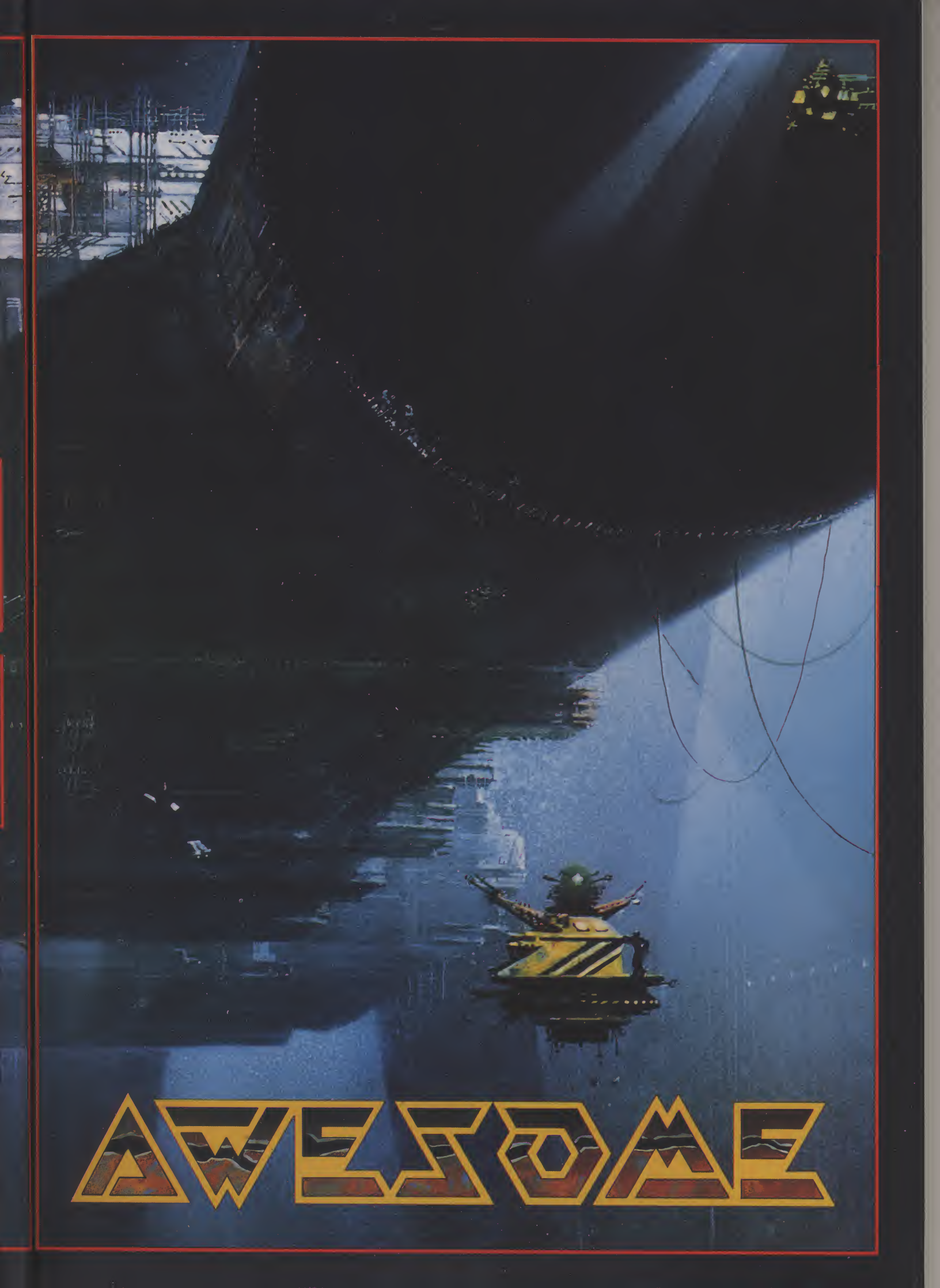
ACE's very own cyberman! Wearing one of the latest Angel Biotek creations, he's kitted up with gear from the Mind Gymnasium (see feature on page 25).

BEYOND THE FINAL FRONTIER

From the creators of *Beast* and *Beast II* comes this awe-inspiring combination of shoot-'em-up action and trading stratagems. Featuring innovative hyperspace sections, full-screen aliens and a whole galaxy to explore, *AWESOME* will take you beyond the final frontier.

Amiga Screen Shots





AWESOME

JUDGE DREDD

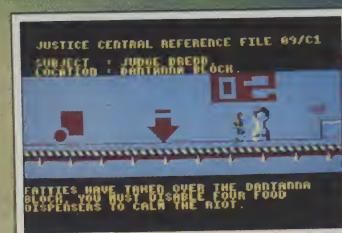
I AM THE LAW



AMIGA • £19.99



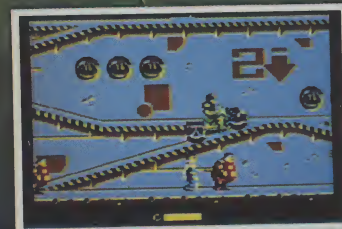
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Brain Burn!

Forget that joystick.
Plug in your brain
instead. ACE investi-
gates the Mind
Gymnasium...

Biofeedback machines have been around for nearly thirty years now. The principle is simple and well established: train the brain by allowing it to see how certain mental stimuli affect its performance. For example, your grey matter emits electromagnetic waves at various frequencies and those frequencies are associated with different mental states. When you're very relaxed, the frequency lowers; when you're alert it rises. If you can witness those changes in frequency, the theory goes, you can learn to some extent how to influence them.

In the cultural world of cyberpunk, brain machines are undergoing an unholy marriage with computer technology and getting onto the street. The Mind Gymnasium is the first of what could be a wave of cyberpunk temples open-

ing in Europe that may soon be offering you the chance to 'turn on, tune in, and drop out' in a way that '60's hippies could never have envisaged, even on their wildest trips.

Based in a London club called, appropriately, The Brain, it's a collaboration between cyberspace entrepreneur Mark Healey, a lively end-of-level sprite called Xtron, and Angel Biotek. The three of them are creating a walk-in cyberstore that is due to open in mid-October in Wardour Street, the heart of Soho. You'll be able to get anything there from a CDTV demonstration to a Japanese Pizza to a Barcode Jumpsuit to a session with a Syntech Minds Eye Plus.

NEURAL COFFEE BREAKS

The Syntech is typical of a new generation of mind machines that use computing power to expand their functionality. 'The system comes with the facility for ROM updates and customised software,' says Mark, 'You can add a PC interface and then use the computer to directly customise the operating software of the unit. For example, you can program it to stimulate alpha waves (see Brain Waves panel) which are normally associated with creativity. Other programs might be tailored to induce deep relaxation, meditation, or just a quick neural coffee break.'

Costing around £1000, the Syntech uses a small processing/control unit attached to a pair of glasses that feature five LED lights positioned around each eye. It generates natural sound and light patterns that can help induce

"Feed your head."

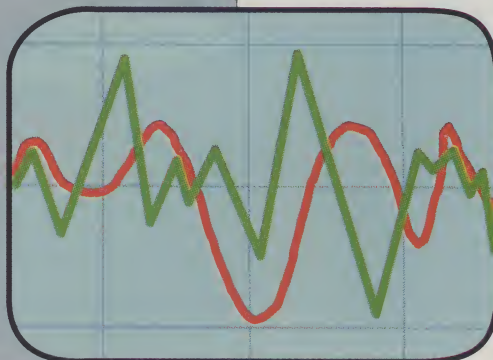
Jefferson Airplane



The cybergang: (l/r): Mark Healey, Angel Biotek, and (below) Xtron

BRAIN WAVES

Your brain typically generates waves in the frequency range 0 to 16Khz. Different frequency waves have different names, drawn from the Greek alphabet. Beta waves lie in the range 12-16Hz and are associated with lively, alert mental states. Alpha waves range from 8-12Hz; Delta waves, usually seen during sleep, go from 4-8Hz. Finally, Theta waves cover the spectrum 0-4Hz and are associated with meditation and relaxation and occasionally with very deep sleep.



varying states of mental relaxation. Mark demonstrated the unit at the Living Room of the Future and visitors to the stand were impressed. 'It's really nice,' said one gent, 'suddenly I'm in the middle of a chaotic show and feel as if I've just spent two hours relaxing on the beach.' He'd been on the system for about ten minutes. Neural coffee breaks, it seems, must have something to them after all.

INFO ANXIETY

The Mind Gymnasium is only half the story at the Wardour Street venue. Xtron and Biotek are helping Mark create a whole cyber-environment that includes clothes, food, and computer demonstrations. You'll be able to relax with your Ganz Field Effect Generator (see Cortex Trickery panel), dressed in your Circuit Board Camouflage Suit (designed so that you can lurk unseen inside a Cray Mk. VI), sipping Amazake (fermented rice yoghurt), and watching an Amiga demonstration supplied by the Fractal Factory.

'We share a common philosophy,' says Angel, 'it's shaped by consumer fetishism, info-anxiety, and techno-paganism.' Angel designs clothes – a Kentucky Fried Tracksuit, for example – that mirror the consumer society we live in. Both Angel and Xtron are fascinated by computer games and when we met them at the Computer Entertainment Show they were busy trying to persuade Super Mario to attend the grand opening. Clothes featuring the Italian Bros and other game heroes could materialise very soon.

Amidst this slightly alarming avant-garde environment, it's probably just as well that Mark's there with his brain machines. Where info-anxiety abounds, cyberpeace prospers.



The Syntech Minds Eye Plus

ANCIENT ART OF BRAIN TRAINING

It all started with Ptolemy. This ancient cyber-pioneer was unable to locate a working PC, so constructed a simple brain machine using a cartwheel. Lying on the ground under the wheel, he placed it between himself and the sun; spinning the wheel created a stroboscopic effect as the spokes alternately blanked and revealed the sun, thus relieving Ptolemy from the effects of info-anxiety and techno-paganism.

In more recent times, a lady called Meg Patterson devised an instrument called the 'Black Box' after her work on electro-acupuncture at Hong Kong's general hospital. Electro-acupuncture is now used all over the Far East and Meg's unit has since been used successfully in drug rehabilitation programs – rock star Pete Townsend is alleged to have used the unit to kick a heroin habit.

With the development of virtual reality systems, it will soon be possible to link bio-feedback technology to computer created environments, establishing Brave New Silicon Worlds for cyberpioneers who want to explore their brains as well as alternate realities. Although fine in principle, such developments leave one with the uneasy feeling that, in the wrong hands, they could become disorientation devices of tremendous power. No daylight, it seems, without darkness...



THE MIND GYMNASIUM

Situated at 11 Wardour Street, London, W1 and opening mid-October.

Demonstrations by Commodore, Nintendo, and others on show. Food, clothing, and altered states for sale.

CORTEX TRICKERY

Close your eyes and stare ahead. Even if you do this in an entirely darkened room, your brain soon starts generating whorls of colour and form that grab your attention. Creating the visual equivalent of total silence would be a great aid to relaxation, but it's not as easy as it sounds.

Enter the Ganz Field Effect Generator. This little baby produces a field of diffuse light using a pair of special goggles. Your eye muscles are unable to focus on any aspect of this unvarying display and therefore relax. Unlike darkness, the display fools the visual cortex into thinking it's seeing something and prevents it from generating spurious colours and forms. Result: total relaxation for the visual sensory system.

GAMEWAVES!

OK, now for the nitty-gritty. Could these brain gizmos make you a better gamesplayer? Could you plug into the Syntech and run up 10 million on *Xenon 2*?

'The brain machine philosophy is really opposed to most current computer games,' says Mark Healey. 'Aggressive games are exciting for the very same reason that brain machines are relaxing.'

'However, there are some games that could benefit from the alertness that comes from increased relaxation. Take *Tetris*, for example. You would be a better *Tetris* player if your brain hemispheres were perfectly synchronised and generating lots of alpha wave activity. You see, your hemispheres are responsible for different mental functions, one being connected more with creative thinking and the other with analysis. A good *Tetris* player needs both the logical solution to build a line and the creative inspiration to find new tactics. If you can co-ordinate your hemispheres, you get 'whole brain' thinking which is much more efficient.'

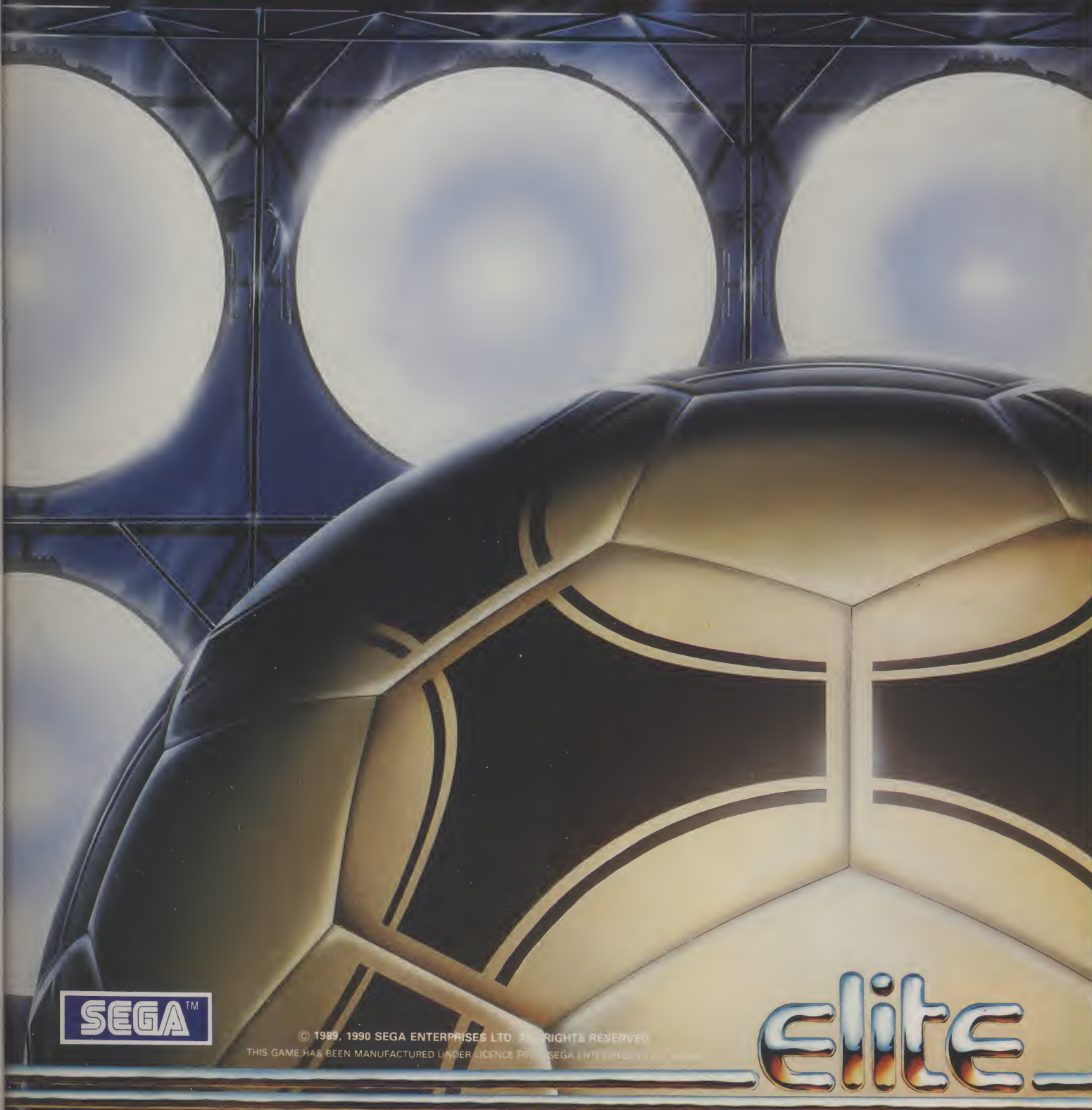
Another real benefit this technology can offer gamers uses the Ganz Field Effect Generator (see panel). By reducing eye-strain, it can refresh your visual cortex and get your brain into gear for tackling the opposition.

Turn on, tune in, drop out, and grab those high scores.



The Nu-Star combines modern technology with traditional Chinese acupuncture techniques. By applying electrical waveforms to acupuncture points, it stimulates the body to produce endorphins which aid relaxation and a sense of well-being. The currents used are minuscule and generate a slight tingling sensation that soon disappears as the operator reduces the current to the minimum effective level. Modern circuitry enables the Nu-Star to improve on traditional electro-acupuncture by generating highly complex waveforms.

WORLD CHAMPIONSHIP™ SOCCER



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elite

MONTY PYTHON'S FLYING CIRCUS

IT'S A
GOOD GAME

THE
COMPUTER
GAME

NO IT'S
NOT

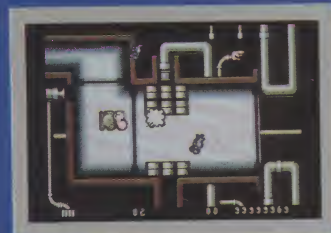
YES
IT IS!

"What we have here is a **BRILLIANTLY ORIGINAL** and witty interpretation of the Python Theme". *Zero 89%*

"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". *The One 85%*



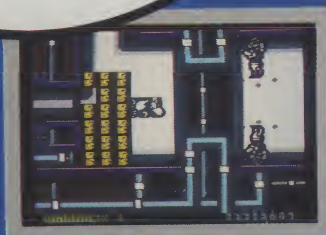
ATARI 2600



AMIGA



COMMODORE 64



SPECTRUM



IBM PC



AMSTRAD



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The Entertainment
International stable is
about to launch a
'Kick Off' killer'. ACE
took a seat in the man-
ager's box...



Going on to the attack – it may look like other games, but the display reaches a few pixels that the competition never refreshes...

TEARS OF A CLOWN

Let's take the roll-call. Gary Lineker, Peter Beardsley, Saint and Greavsie, Peter Shilton, Maradona, and Brian Clough. Just a few of the well-known names who've put their names to silicon soccer. If only the games had played as well as the stars, we'd all be in footy heaven. The truth, alas, was rather different...

Gazza has already appeared in support of Empire and now he's trotting onto the pitch for a second time. Someone in the programming cellar must be pretty damned chuffed about the product to (a) have another go and (b) have another go when there have already been so many footy releases this World Cup year. Our first impressions of the game suggest that they may have good reason to be quietly confident about this latest, er, kick off.

That's no bad thing. The 'Clown Prince' – golden boy Paul Gascoigne, recently applauded by millions for his dazzling World Cup performance – may not be riding high for ever. To have a game that can stand, run, and score on its own two feet can't be bad.

THE GAME

Gazza's Eurosports Soccer (provisional title) itself is essentially in two parts – strategy and pure arcade – played either in combination or individually.

The first, strategy, part effectively allows the player to act out the role of a football manager, viewing and modifying a huge range of parameters from basic team choice to fixtures, finance and the transfer market! From an initial menu of five options, you may then select from a further seven more specific options and from these yet more information may be gleaned. Such a huge range of strategic options in a football game would appear to signal doom and gloom for the arcade fanatic. Not so!

That's because of the second element of the game is most definitely of the arcade persuasion (although each player's thirteen attributes are accessible for viewing) and to this end Active Minds have included a practise option whereby you may select either a single or two player game, penalties or passing. Once competent, you get to play Gazza for real!

The game itself is displayed in the much favoured top-down view although Active Minds were quick to point out that any similarities to those other successful footy games end there. Multi-directional scrolling is the order of the day, with true 3-D representation of the players (ie increasing in size when jumping) and information such as time, scores, weather, commentary and player currently in possession of the ball, displayed in a panel at the bottom of the screen.

The range of controls via intelligent joystick movement looks to be very impressive and includes various degrees of kick, from chipping and lobbing, to three shot strengths! The number of players allowed when playing a "real" game varies from between one to eight, (where the single player may choose to play as the entire team or in a specific posi-



Working out your team tactics.

tion). the latter number allowing up to eight players to take part, choosing different teams.

There can be no doubting the huge potential behind Gazza's *Eurosports Soccer*. Never before has a development team attempted quite such a comprehensive style of game. Let's just hope the action can live up to the endorsement!

DRY HIS EYES!

What better, while waiting for the game, to sharpen up a few of your own silky skills in the company of the man himself? Entertainment International have generously agreed to arrange for one lucky ACE reader to meet golden boy Gazza in the flesh. And whilst he gives you tips on ball control, you can give Gazza tips on sprite control in the new *Eurosports Soccer* game! The competition will be run in two parts and it couldn't be easier. Here's what you have to do...

● First, can you identify the two screenshots to the right and below, which are taken from two games published by the Entertainment International stable? If you can, then you're half way to grabbing yourself a real chance of meeting Gazza.

● Second, simply make sure you get next month's copy of ACE and you'll find the full entry details and the second part of the competition. Don't miss it!



This is Screenshot A (you'll need to remember that for the second part of the competition next month). If you can identify it and the game in Screenshot B below, then you're well on the way to a meeting with Gazza. Don't miss next month's final compo instalment...



E.I. ADDIO

Entertainment International (and their Empire Label) are rapidly becoming a major force in the UK software industry, especially in recent weeks following their affiliation with the European Disney Software operation. They've consistently provided us with original products, specialising in innovative programming techniques (*Let Sleeping Gods Lie*, for example, which was one of the first attempts to combine vectors and sprite technology in one game) and more traditional, but excellently implemented scenarios like *Team Yankee* (reviewed in this issue on page 58).

PROGRAMMER PEDIGREE

The team behind the Gazza game, are part of relative newcomers Active Minds and collectively display some pretty impressive credentials!

Designer Dave Collier (spokesman) was incredibly helpful in divulging information about his team mates, but kept himself shrouded in mystery. So what about the others?

- The active mind responsible for art direction, is none other than Simon Butler, who has been involved in *Shadowfire*, *Miami Vice*, *Matchday* and (more recently) *Robocop*.
- Chris Pink: Responsible for the ST and Amiga versions, Chris was last involved with the epic *Midwinter* from Maelstrom, with whom he worked for some time.
- John Pickford: Working on the Spectrum, Amstrad and GX4000 versions, John's experience is gleaned from many years of programming, through which he has been involved in the classic isometric *Glider Rider*, *Amaurote*, *Cosmic Pirate* and the licenced *Max Headroom*.
- The third member of the programming team is Paul Clansey, who is working on the C64. Paul worked for many years for the Imagine label and has been involved with the *Miami Vice* and *Give My Regards To Broad Street* licences.

Three Active Minds behind Gazza's *Eurosports Soccer*.

THE FIRE NEXT TIME

Please accept our apologies. Our cover went to press several days before our encounter with Gazza's *Eurosports Soccer*, at which point we were informed that the game was not yet ready for the rigorous ACE treatment we were planning to give it. We've therefore decided to split our coverage of the game, and the competition into two parts. Don't miss part 2 next month...

GAZZA FACTS

Born in Gateshead on the 27th May 1967, Gazza trained with Ipswich Town at 13 years of age and went on to join Newcastle United as an associate schoolboy at 14. His league debut was for Newcastle on the 13th April 1985 against Southampton.

Playing for Newcastle from 1984-1988, his league appearances total 92 in which time he has scored 21 goals.

In 1988, Tottenham Hotspur manager Terry Venables paid £2 million for Gazza's talents, since which time he has made 66 appearances and scored 12 goals.

Gazza debuted internationally as a substitute for England in the September 1988 match against Denmark.

He has been awarded 15 caps.

Fans, who tease Gazza about his weight, often throw Mars Bars at him on pitch!

guess the game?

. Can you

LORD BRITISH PRESENTS...



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time forgot!



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creatures!



MEET exotic,
savagely natives!



EXPLORE ancient
mysteries!

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THE NO.1 NEW YORK TIMES BESTSELLER

"ROMEO 25 - THIS IS MIKE 77 -
SPOT REPORT - 5 T72 TANKS
MOVING WEST - GRID 190852 -
CONTINUING OVER"

Capt. Sean Bannon snapped his head to the left. There was only one place where the Russians could be, and that was on the hill 2200 metres away. All the training, planning and preparations were over. Team Yankee was about to learn if the team's seventy nine men and twenty five million dollars worth of equipment could do what they were supposed to do.

Team Yankee is designed to test your leadership and tactical skills to the quick. You can display in either "quadrant mode" where all four platoons may be controlled at once.

or
Full-screen Mode where the display homes in on just one platoon.



You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-d view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant column of information to the right of the screen.



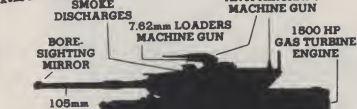
To the right of the compasses are five icons which represent the various types of weaponry available to the unit.

- MACHINE GUN - which is always available to the player and has an 'infinite' number of rounds.
- SMOKE - a smoke grenade which allows enemy vision to be obscured.
- HEAT - a high explosive anti-tank round
- SABOT - an armor-piercing tungsten shell
- TOW - a high-range anti-tank missile

The major capability on the quadrant map screen is to alter the movement and formation of any platoon. The whole of the map may be viewed at once, or you may zoom into any portion of the battlefield using the icons to the right of the map.



M1 ABRAMS TANK

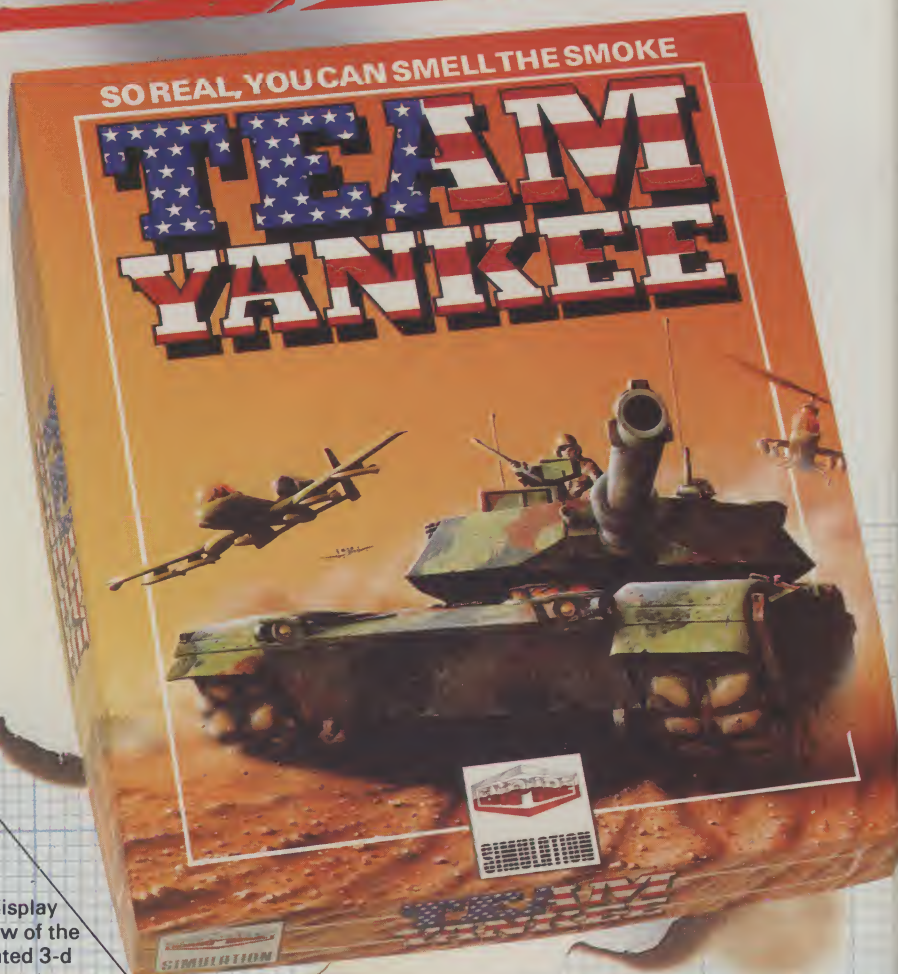


Crew: Four Main Gun Ammo: 55 Rounds
Armor: Chobham (steel, ceramics, plastic)
Combat Weight: 54.5 metric tons

Five major scenarios based on the battles featured in the New York Times No. 1 best seller Team Yankee.



Team Yankee©Presidio Press, 1987, Software 1990
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IBM is a trademark of International Business Machines Inc.
Atari is a trademark of Commodore Electronic Inc.
Atari and ST are trademarks of Atari corp.
Team Yankee, The Novel was written by Harold Coyle. Made in the U.K.



Team Yankee is the definitive action simulation of modern tank warfare. Watch scenarios unfold on 3D battlefields with high definition graphics and keep track of the four tank platoons you control using the unique 4 quadrant display.

Defend Hill 214 from Yuri Potecknov's crack tank platoons, attack Objective Link through sniper fire from forests, protect the Langen Gap from an entire Soviet tank battalion at night!



Engine smoke will prove very useful in confusing your enemy in a tight corner.

Rotation icon: compass display

Infra red (or thermal) imaging. This feature is very useful for identifying vehicles camouflaged on the edge of forests. Contrary to popular belief the thermal image is green and not red.

Zoom. When this icon is accessed the central portion of the screen is magnified by a factor of 10.

Laser range finder. The range finder will lock on to a reflection target if the firing cursor is placed directly over the object.

Wide formation icon: increases the spacing between vehicles in a platoon to 100 metres

Narrow formation icon: This reduces the inter-vehicle spacing in your platoon to 50 metres.

Vee. a vee formation. Echelon left - place vehicles on a left diagonal relative to your direction.

Wedge - places your vehicles in a wedge formation.

Scroll icon: The four arrows underneath the ETA display allow you to scroll your map in any of the four directions.

Dead Stop icon. This red icon, causes your platoon to come to a dead halt when clicked.



In line - places your vehicles in a line abreast relative to your direction.

Column - places your vehicles in a line ahead relative to your direction.

Unfair Advantage!

OK, we admit it. We had to postpone this month's coverage of Chris 'Balance of Power' Crawford and the Los Angeles cyber-show because of schedule changes due to the CES Show. But oh boy, are we going to make it up to you with the next issue!

First, we're going to give you the biggest Christmas present we've ever handed out to our readers. We're not giving anything away yet (excuse the pun) but we can guarantee that the festive season will go down just a little bit better because of it. There's bound to be a big run on copies, so make sure you use the coupon on this page to reserve yours at your newsagent.

GAMES GALORE

Then there's a tremendous Screen Test section to watch out for next month as well, featuring many of this Christmas' biggest titles on review and preview. We hope to be able to grab the final versions of *Powermonger*, *Battle Command*, and *Epic* (a 3D combat game originally destined to be *Goldrunner 3*, but now under new management).

If you've been wondering whether or not to splash out on a Gameboy for your stocking, our Gameboy software survey will help you make up your mind. It may be small, it may be monochrome, but it's mean and sexy when it comes to gameplay. Find out more next month...

CHRISTMAS IN THE PINKS

For those of you who just want to head for the shops and grab the best games around, we'll be featuring one of our occasional mammoth buyers' guides, detailing dozens of great games together with mini-reviews and purchase details in the Pinks. And, of course, if you're after a new computer the Pink Hardware section will tell you all you need to know.

MYSTERY BONUS!

...and here's your very unfair advantage. Because you were clever enough to get your hands on this copy of ACE, we're offering you a Mystery Bonus voucher (printed below) that will enable you to get a SPECIAL BONUS OFFER using next month's superb cover mounted gift.

All you have to do is this. Cut out and keep the voucher below. Purchase next month's issue (making sure the cover mounted gift has not been accidentally removed prior to purchase). Then stick the Voucher in the space indicated...Easy eh? And Happy Pre-Christmas bonus to you, too!

MYSTERY BONUS VOUCHER

Next month's ACE promises to be the hottest issue yet. And what's more, we're giving you a special voucher on this page that will qualify you for a special bonus...



Battle Command: we're keeping our fingers crossed for the full finished version for next month's issue...

THE ULTRA GAME

You're sitting in a vast domed concourse in 1995. You're playing *The Ultra Game*. Around the stadium are ranked 500 other players, each wired into their console. The outcome is life...or death.

Next issue ACE presents a major feature on the ultimate games experience. Designed entirely using existing technology, ACE 39 will take you into the future of games in a way that has never been done before. Don't miss it, whatever happens....

RESERVE YOUR COPY NOW!

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As a sophisticated user of highly complex electronic equipment for entertainment purposes, I do hereby request and require you to ensure that I get my copy of ACE Issue 39 – the December issue of *Advanced Computer Entertainment*, due out on Thursday October 4th 1990. I need you to reserve a copy because the superb cover-mounted gift is vital to my long-term games future...

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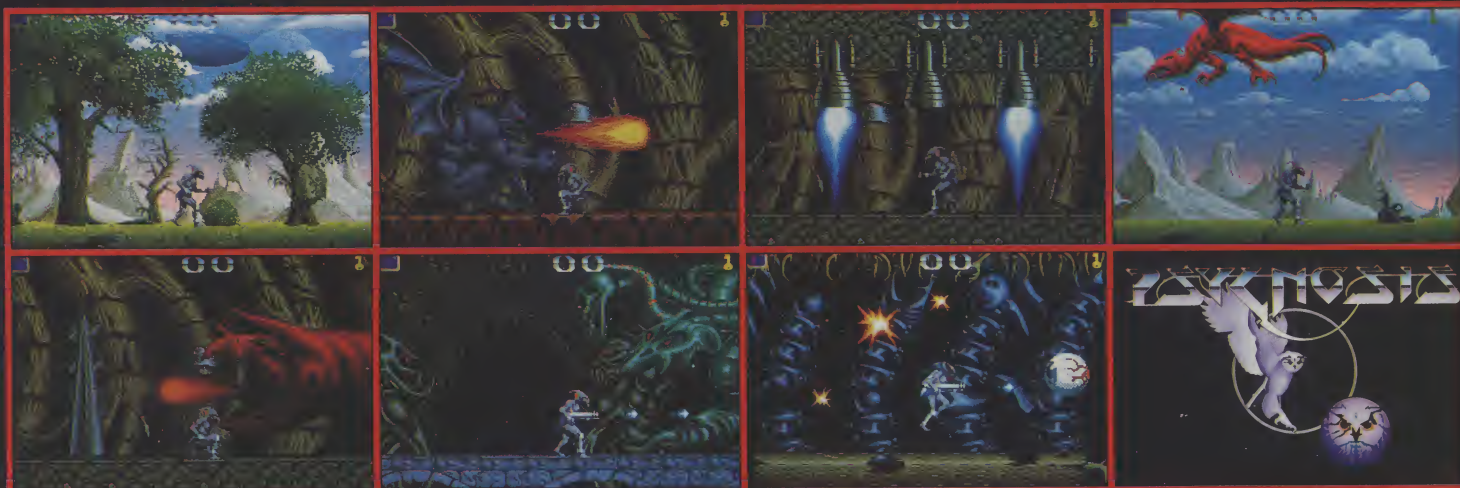
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"The future is not just one lonely nerd against the machine, it's people interacting with each other AND the system at the same time."

Jack Lampl, Subjective Technologies
(Don't miss next month's Ultra Game feature, Jack...)



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16 bit

mega drive



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16-Bit power to test

the **best** and spit out

the rest.

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Power Base Converter



Arcade Power Stick



Military personnel have all the fun – while you're playing Ocean's F-29 *Retaliator* or Microprose's F-19 *Stealth Fighter*, American airforce jocks are flying the most realistic flight simulators in the world. Evans & Sutherland, a leading manufacturer of simulation systems, uses the latest in visual generation technology to create superlative artificial realities. With an Evans & Sutherland simulator you can pilot a helicopter gunship in Eastern Europe, go on stealth missions in the Middle East, or fly down the Vallis Marinaris on Mars!

"High performance image generators are used where high scene density and realism, and complex threat models are required. Applications include low-level and nap-of-earth flight, combat mission rehearsal, weapons tactics, situational awareness training, and full mission simulation," explains Evans & Sutherland.

Based at the University of Utah Research Park in Salt Lake City, Evans & Sutherland was founded in 1968 to design and manufacture special purpose machines to compute and display visual representations of digital models. In flight simulation, Evans & Sutherland decks are used to generate out-of-the-window scenes and sensor imagery, representing the environment in which the aircraft operates. The company has sold over 500 visual simulators to customers all over the world including: the U.S. Army Research Institute Simulator Complexity Test Bed, NASA Johnson Space Centre Shuttle Engineering Simulator, U.S. Navy Landing Craft Air Cushion, Mitsubishi Heavy Industries, Fuji Heavy Industries, German Air Force Tornado and McDonnell Douglas Helicopter Company. Co-founder Professor IE Sutherland is also the father of Virtual Reality (see ACE 34 for further details).

COVERING ALL THE BASES

As image generators have grown more powerful, the databases which fuel them have become increasingly complex. Evans & Sutherland has developed modelling tools to generate databases more effectively. These tools can automatically generate terrain from Digital Terrain Elevation Data of the Defense Mapping Agency (DMA). They also automatically place natural and cultural features from an extensive model library correlated to DMA Digital Feature Analysis Data. The model library provides hundreds of generic cultural features and basis set representations of forest, desert, rural farmland, urban, industrial and other terrain attributes. In addition, you can produce new models using a three-dimensional graphic editor.

One of the most powerful database features is the ability to automatically reconstruct terrain from satellite or aerial stereo imagery. Texture maps are generated from photographic sources by photodigitization and sophisticated image processing. This technology facilitates rapid generation of real-world databases which is particularly useful for mission rehearsal operations. A highly complex and detailed simulation database can be created in under 48 hours.

Applications for this type of simulator include: combat mission rehearsal, situational awareness training and nap-of-earth flight.



Will you be playing flight-simulators of this calibre in ten years time? Rik Haynes looks at the latest in military simulation

ACE OF ACES



High performance image generators provide realism, scene density, and a dense threat environment for nap-of-earth operations. Evans & Sutherland has been selected for Marine Corps AH-1W and Army Research Institute Simulator Complexity Test Bed programs.

You can even simulate full mission operations with an Evans & Sutherland multi-million dollar deck.



Military customers use Evans & Sutherland computer image generator systems for pilot training and military operations.

The Evans & Sutherland ESIG-4000 is a revolutionary new approach to computer image generation. It establishes a new system architecture which separates the processing of terrain and features in both hardware and modelling tools. "These advancements offer for the first time in one machine unparalleled photo-realistic visual fidelity and rapid database generation, making it the ideal choice for mission rehearsal as well as low altitude, high-speed, fixed wing and helicopter nap-of-the-earth pilot training, and vehicle engineering simulation," states Evans & Sutherland.

One of the most time-consuming aspects with current database generation procedures is the complex interaction between skin and the 3D features which are to be placed upon that terrain. An



Eat your heart out Microprose, this is what I call a real Gunship simulation!

ESIG-4000 'database' actually consists of several separate databases, each independently created and stored. After being created with modelling tools, the terrain and feature databases are processed and combined in the image generator hardware.

Very realistic effects can be placed onto the ESIG-4000 datascape including mountains protruding through clouds, snow covered runways and ground fog. The ESIG-4000 hardware also features texture motion for the animation of clouds, water and smoke. So will the sophisticated multi-million dollar technology of the ESIG-4000 ever hit your living room? ACE certainly hopes so!

Evans & Sutherland simulated the F-15 Eagle for U.S. Air Force pilots.



ESIG-4000 ATMOSPHERIC EFFECTS

- Clouds
- Patchy Fog
- Lightning
- Horizon Glow
- Precipitation and Thunderstorm Cell
- Wet Runway and Snow Covered Runway
- Fog
- Glare
- Scud
- Ground Fog
- Haze

The U.S. Air Force selected Evans & Sutherland SPX-500 systems for the F-16 simulators. More than 100 SPX-series image generators have been sold since their introduction two years ago.



ESIG-4000 SURFACE EFFECTS

- Flat Shading
- Fixed Shading
- Transparency and Self Luminous Surfaces
- Smooth Shading
- Colour Blending

The terrain elevation and photo texture in this ESIG-1000 Salt Lake City database were derived from satellite and aerial stereo imagery.



A U.S. Navy F-14 Tomcat is shown on final approach at Grunman Corporation's Calverton airport on Long Island, New York.

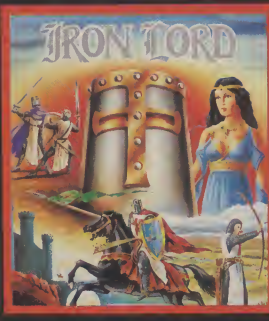
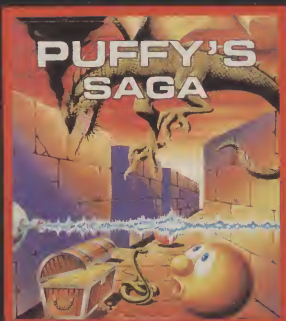
ESIG-4000 SPECIAL EFFECTS

- Mountains Protruding Through Clouds
- Multiple Moving Targets
- Fire and Smoke
- Weapons Effects
- Dynamic Flares (illuminating the terrain and features)



TAKE

5



SKATEWARS

A fast, violent and addictive SPORTS SIMULATION which will test your joystick and your nerves to the limit. The only way to win: aggressive tactics and strategic moves!

- ST
- C64 D + K7
- CPC D + K7
- SP D + K7



PUFFY'S SAGA
Bright and colourful graphics as well as digitized sounds make this MAZE GAME extremely polished. In a word Puffy's Saga is an entertaining game that requires ARCADE skill as well as STRATEGY.

- AG
- ST
- CPC D + K7
- SP D + K7
- C64 D (K7 to come)



NIGHT HUNTER

In this addictive horror-fantasy epic, you're Dracula, the blood-sucking Count. No doubt you'll get excited by this classy game whose sound, graphics and playability are equally impressive.

- AG
- ST
- CPC D
- SP D + K7
- PC to come



- AG
- ST
- C64 D (K7 to come)
- CPC D
- SP D + K7
- PC to come



IRON LORD
Set in a massive and colourful medieval world there's STRATEGY ADVENTURE, ARCADE and much, much more here. The work of art will surely keep you occupied for weeks on end.

TWINWORLD

Twinworld is a great combination of PLATFORM and ARCADE ADVENTURE action. You'll get lots of fun wandering through the beautiful graphics of its 23 levels.



- AG
- ST
- C64 D (K7 to come)
- SP D + K7
- CPC D + K7
- PC to come

UBI SOFT

Entertainment Software

Realtime Games Software is no stranger to *Battlezone*, the classic Atari arcade game where you blasted three-dimensional tanks in a wireframe world. In the early 80's this Leeds-based software development team produced a version of *Battlezone* on the humble Spectrum. Now the company who also brought you *Carrier Command* is working on a solid polygon tank trip for the 90's.

"Set in a near future alternate reality, *Battle Command* is an arcade strategy game with you commanding a single Mauler assault tank in a series of scenarios (missions). The Ultra War is being fought between two dominant races in the New World. Full scale attacks are suicidal because of the defensive capabilities of each side, so any offensive moves are, by necessity, small 'behind the lines' actions performed by elite troops in specially designed vehicles. Your Mauler is the latest such machine – an armoured fighting machine armed with the most advanced weaponry science can devise – capable of being lifted in and out of hostile territory by a fast stealth chopper."

"The action in *Battle Command* is split up into 16 separate missions – each with a different objective. These are outlined in the mission briefing at the beginning of each encounter. The nature of the missions vary from requiring straightforward arcade skills (such as the Blast-em Mission) to those of a more complex nature (like hunting for a satellite or hijacking a train), where you will be expected to use reasoning and deductive skills, in addition to a quick and accurate trigger finger. While there is no set order in which to attempt the missions, some require equipment to be fitted to



Battle Command's Attack Helicopter is a 150+ polygon futuristic version of the American AH-64 Apache Helicopter.

BATTLE COMMAND

Realtime and Ocean are working on a 1990's version of *Battlezone*. Rik Haynes test drives their new tank game...

your Mauler which are unavailable until you've completed certain missions."

"The game is played at 24 times real time, one day of play time is one hour of real time, and there is a day night cycle lasting one hour. Missions can take place at any time of the day or night. You could finish one mission at dawn and start the next at midnight."

"After making your mission selection and reading the briefing, you equip your Mauler and start the mission. You're delivered to the vicinity of the mission objective and

retrieved from a prearranged pick-up point by the Helicarrier, a fast stealth helicopter with a large payload capacity. To complete the mission successfully you must achieve your mission objective and then rendezvous with the Helicarrier at the map co-ordinates shown on the mission briefing. After being picked-up you're shown a report on the mission which also displays your score."

TANKA TOYS

"Your Mauler tank is designed primarily for flexibility. In addition to its standard equipment, the Mauler has secondary equipment slots that enable specialist devices to be fitted to the tank when needed – these are automatically fitted by the maintenance crew before a mission starts. However, the weapons systems are totally undedicated."

"Four weapon modules allow the Mauler to carry any selection of weapon payloads, limited only by its payload capacity. The Mauler can therefore be configured to meet almost any mission requirement. Only one of the Weapon Pods can be active at any one time. You don't have access to all weapon types on every mission. You're also limited to how much you can put on-board your Mauler by weight and weapon design constraints. All weapons have a magazine size, which is the number of rounds that weapon system carries. The success of each mission depends on your weapon selection as much as tank skills. The mission briefing will give you clues to which weapons to choose."



The Mauler is equipped with standard cockpit gear like radar and scanners.



A polygon train stops at a polygon railway signal box in a polygon world. *Battle Command* has polygon power!

"*Battle Command* is *Battlezone* for people with brains."

Realtime Games Software



It is very difficult to destroy enemy aircraft using wire-guided missiles... but it is possible!



Your enemy can get a little too close for comfort. *Battle Command* has many types of tank including laser and missile armed monsters.

"The standard weapon for the Mauler, the Pulveriser 120mm Battle Cannon, fires shells directly forward. The shells are unaffected by gravity, but they travel quite slowly, so you have to aim for where the target is going to be when the shell arrives. You can carry 60 Pulveriser shells. The Mauler has three types of missile guidance system: infrared, radar and wire guided. Heat seeking missiles will only lock onto targets that produce a lot of IR radiation such as aircraft or vehicles. Radar guided missiles will lock onto all targets. Heat seeking missiles have a much simpler guidance and targeting system than radar guided ones, as a consequence they are smaller and lighter and can fit more in a magazine. Wire guided missiles are manually manoeuvred to the target."

"The Banshee surface to surface missile locks onto the closest target in a cone directly in front of the Mauler. The missile will follow the target until it hits it or runs out of fuel and explodes. A Phoenix surface to air missile is similar to the Banshee, but it has a more complex targeting system and the player has limited control of the elevation and yaw of the launcher. When you launch a Dragon wire guided missile, a view from just behind the missile appears in the aux. monitor or main display in your Mauler cockpit. You then control the movement of the missile rather than the Mauler. Dragon missiles have a limited range and can only fly for two minutes."

"The K-40 Mortar throws a shell forwards and upwards travelling in a ballistic arc. The mortar allows you to fire at targets behind other objects or targets sunk into the ground – a very useful feature needed in one of the later missions. A time delay bomb can also be dropped from the Mauler. The Sleeper Time Bomb has a large blast area and does massive damage to everything in the vicinity. It is intended for use in destroying large installations such as supply dumps or airfields. The K-90 Cluster Bomb is a parachute sub-munition for wide area attack."

"Your Mauler also includes defensive weaponry. Spectre IR decoy flares are used to fool heat seeking missiles and the Phantasm chaff dispenser launches a cloud of chaff to confuse radar guided weapons. The Skeet anti-armour system launches a skeet from the rear of the Mauler. This frisbee then flies across the battlefield. If it passes above another object it detonates and fires a shell



A Fighter Bomber waits on the runway. This fighter of the future appears to be based around the U.S. Forces tank-busting plane.

ACE PREPLAY



• Fast, detailed and attractive three-dimensional graphics.

• Large complement of vehicles, aircraft and ground objects.

• Good mix of missions.

• Can be played as an arcade strategy game or straightforward shoot'em-up.

• Landscape looks drab, it needs desert or polar regions.

• Enemy craft are too intelligent and difficult to kill, more cannon fodder is required.



Battle Command even includes three types of runway, three types of bush and nine types of tree. This shot shows one of the external views.



Realtime's new game designer is a very useful piece of kit. You can design whole new worlds and populate them with individual intelligent objects.

has a limited number of shots, its magazine holds enough reactant for about 80 shots and the laser normally takes several shots to down a missile."

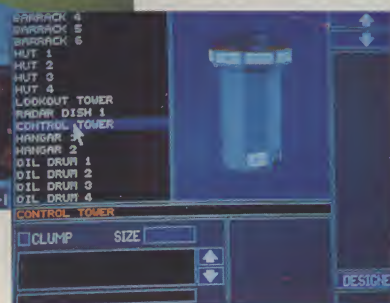
TANK BUSTING

Your enemy is also well 'ard, armed and armoured. They aren't just sitting ducks – these babies actually think, evade and skillfully fight back. Nothing is an easy kill in *Battle Command*.

Putting the object editor through it's paces in Realtime's game designing utility. Who needs four types of oil drum? Find out in *Battle Command*...



You can magnify your view by a factor of x2, x4 or x8 by adjusting the dial on the bottom left of the Mauler's dashboard.



The enemy fields an impressive array of ground vehicles and aircraft. "The weedy tank is slow, stupid and easy to kill. Realtime wanted cannon fodder to satisfy people's blood lust. The shell tank is heavily armed and armoured, and very smart. Radio tanks use evasive tactics and track you on behalf of other tanks. It can also call for fire support. You can be trundling happily along, when suddenly a barrage of missiles blast all around you with unnerving accuracy. The scout car is very fast and weaves around trying to avoid you. Trucks just follow roads, you have to protect a convoy of trucks in one of the missions. Helicopters hide behind hills, pop up, fire and then retreat behind the hill or just stand in mid-air strafing you till their out of missiles. Other *Battle Command* craft include laser tanks, personnel carriers, mobile missile launchers, spotter planes and scout helicopters, and fighter bombers."

COMPUTER LEGO

The world of *Battle Command* is depicted in solid three-dimensional graphics. The realistic landscape is populated by hills, trees and buildings, crisscrossed by rivers, roads, railway tracks and electricity pylons. There is a multitude of ground objects to see and destroy including: oil drums, railway signals, signal boxes, buffers, look-out towers, train engines and carriages, radio masts, huts, barracks, runways, suspension bridges, and so on. This digital world even incorporates nine different types of hill and tree, and three different bush types.

Realtime is using a state-of-the-art designer to create the missions in *Battle Command*. With this designer, Realtime can choose any object and place it anywhere on the map. Each individual object has a range of tactics, you can also set attributes for objects. Defensive objects scan their local area and only attack if you enter it. Aggressive objects patrol their local area, hunting you out. If the object also has a radio flag, it can communicate with other objects and ask for support. You could even have an aggressive rock that talks to railway buffers!

TOUGH TANKING

You have to use some strategy in *Battle Command*, but there's nothing to worry about – you don't have to be a cross between Rommel and Einstein. *Battle Command* will initially be available on Amiga, ST and PC in late October – eight-bit versions are also under development including an impressive Spectrum implementation. John Dunn at Ocean is supplying the music, Realtime hopes the Amiga version will use sampled sound effects. All the PC graphics and sound boards are fully supported. Realtime will also be developing add-on *Battle Command* mission disks in the future. These extra disks will contain new missions, vehicles, aircraft and ground objects.

"I will be disappointed if people don't get at least 100 hours of playing time out of *Battle Command*," says Ian Oliver of Realtime Games Software. Look out for a full review of *Battle Command* in the next issue of ACE.



Battle Command incorporates a wide variety of vehicles and aircraft. This Fighter Bomber is one the best examples.



An Apache equipped with the Longbow emerges from behind a mountain at the Yuma Proving Ground in Arizona, USA.

FIRE AND FORGET

Longbow is an integrated fire control radar and missile system under development by a Martin Marietta and Westinghouse joint venture for the U.S. Army's Aviation Applied Technology Directorate (AATD), with responsibility transitioning to the Army Aviation Systems command (AVSCOM) and the Army Missile Command (MICOM). Consisting of a millimetre wave radar fire control system mounted on the main rotor mast, and a 'fire-and-forget' millimetre wave Hellfire missile, Longbow is designed to provide all-weather capabilities and long-range anti-armour targeting ability for Army helicopters. The Army intends to equip 227 AH-64 Apaches and one-third of its LH helicopters with this fast-reaction, low-exposure, highly accurate system. Longbow is designed to maintain its effectiveness in poor weather and battlefield obscurants, and significantly increase the combat effectiveness and

survivability of the aircraft. Deployment of the Martin Marietta/Westinghouse system is scheduled for 1996. Martin Marietta also provides the Target Acquisition Designation Sight/Pilot Night Vision sensor (TADS/PNVS) mounted on the nose of the Apache.

THREE TIMES THE SPEED OF SOUND

The ADATS Mobile Air Defense System is a dual-purpose missile system designed to protect front-line forces from attack by advanced rotary and fixed-wing aircraft. The system has been selected by the U.S. Army to serve as a central component of the multi-weapon Forward Area Air Defense system (FAADs). ADATS carries eight laser-beam-riding missiles that travel at more than three times the speed of sound with a range in excess of 8km. Target acquisition and tracking is handled by a volume-search radar and the electro-optic module, which consists of a passive target acquisition and tracking system, laser guidance beam assembly and laser range finder. The radar can track up to 10 prioritised targets simultaneously. Long-range passive tracking is performed by a TV sensor during clear, day-time conditions and a Forward Looking Infrared Radar for use at night and in adverse weather conditions. The U.S. version is mounted on the M3A2 Bradley fighting vehicle. The system is highly resistant to counter-



ADATS carries eight laser-beam-riding missiles that travel more than three times the speed of sound.

measures. Passive acquisition and tracking cannot be detected by enemy aircraft. The laser-beam-riding missiles 'look back' to the electro-optic module for guidance information, making it virtually impossible to jam. ADATS was developed by Martin Marietta under contract to Oerlikon Buehrle in Switzerland.

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M1 Tank Platoon was released for IBM PC compatible machines in October 1989;

"MicroProse has surely excelled on this one: it's all there, from superb playability through great attention to detail to one of the best manuals I've seen in a long time. The competition should watch out, as this one's going to take some beating." ***** PC Leisure Spring '90

"I can't really fault M1 Tank Platoon as it's definitely MicroProse's most comprehensive simulation yet." 87% C&VG Nov '89

"The most frighteningly accurate tank sim we've seen." 926 Ace Dec '89



▪ **Endless variety.** Fight during the day, at night, in snow, mud, rain or clear weather. With thousands of battlefields and millions of situations and you get endless enjoyment. Decide between single battles or an entire campaign.



It's true!

Enter a complete lunatic, dressed in khaki and carrying a riding crop...

LUNATIC: By Gad, sir, these ACE chappies must be a few cards short of a full deck, eh what? I was trotting down the high street the other day to grab a game when I realised that by expending a trifling £1.60 on a superlative Maggie Smith that I would have bought anyway, I could immediately save £5 off my software purchase. Seems like an unbeatable bargain to me, Sir...And what's more, I could win a whopping great prize. Apparently, to find out what I've won, all I have to do is give a tinkley-poo to the 0898 feller whose number is printed under the scratch panel. Couldn't be easier, eh, chaps?

So if you're short of ackers, this issue could be just the tickety-boo. I've already bought a copy and got a £5 discount, but of course you, Sir (dash it) may have been a Roger Spotty luckier than yours truly. Your 0898 number may have told you that you're one of 200 winners of a COMPLETELY FREE GAME – which you can choose from ANY of the four lists on these pages. Or even...Bless my brass buttons... £5000 worth of free software. In fact, I think I'll pop in and blag another copy to raise my chances. **(ENTERS SHOP AND TAKES MAG OFF SHELF)** Now let's see what I've won this time! **(PAYS CASHIER AND USES CHANGE TO SCRATCH OFF PANEL)** A free game!!!! I say, I say, I.... **(COLLAPSES AND DIES FROM HEART ATTACK...)**

Never to be contd....

...Your cover mounted card could have already won you a fabulous first prize of £5000 worth of software from Ocean, US Gold, Microprose, and Mirrorsoft. If you miss the big one, there are still an incredible 200 prizes of a game for your machine ABSOLUTELY FREE. And even if you're still striking unlucky, we'll *guarantee* you a special ACE Discount of up to £5 on some of today's hottest games – just in time for the festive season.

All you have to do is follow the instructions in the HELP! box...

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- **Rick Dangerous II**
ST, Amiga £24.99; C64 £9.99cs/14.99dk; Spec
£9.99/14.99; CPC £9.99/14.99; CPC £14.95/19.95

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Rick Dangerous II

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● **Narc**

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C64, CPC £10.99cs/£15.99

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Battle Command

0898 NUMBERS

0898 numbers cost 33p a minute cheap rate and 44p a minute at all other times. The contents of the 0898 numbers will be published in the next issue, due on sale on the first Thursday in November and therefore still in time for the competition.

HELP!

Your copy of this issue carries a cover-mounted card with three scratch panels on one side and an application form on the other.

TO FIND OUT WHAT YOU'VE WON

- 1** Simply scratch off the panel coverings to reveal the messages underneath.
- 2** If any of the panels reveals an 0898 telephone number, phone that number...
- 3** The recorded message will tell you that you have won one of the following:
 - £5000 worth of free software;
 - a free game, to be chosen from any of the lists printed on this page;
 - a discount worth £5 on a game costing over £12 or £2 on a game costing under £12. The recorded message will tell you which software house's games you can choose from. The lists are also printed on this page for your convenience. Remember you can only use your card for a discount with the software house specified in the recorded message.

- 4** If the 0898 number tells you you have won a free game, then choose the game from ANY of the lists on this page. Then enter the name of the game and the software house in the space provided on the card. **DON'T FORGET** to specify your machine format and to include your name and address. A telephone number is helpful in case of queries. Finally, place the completed card in an envelope and address it to: ACE Free Game, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Please allow a maximum of 28 days for delivery.

- 5** If the 0898 message tells you that you have won a discount, then you can use your card as a voucher to save you £5 off any game costing over £12 or £2 off any game costing under £12. The phone message will tell you which software house's games you can choose from. The games for that software house are listed on these pages. Enter the name of the game you want to buy and the software house in the space provided on the card. Include your cheque made payable to the software house for the complete sum less either £2 or £5 as appropriate. **DON'T FORGET** to specify your machine format and to include your name and address. A telephone number is helpful in case of queries. Finally, place the completed card in an envelope and address it to the software house's address which is printed with the list of games. Please allow a maximum of 28 days for delivery.

- 6** If your card has * * £5000! * printed on it, you have won the **FIRST PRIZE** of £5000 of free software. Telephone the Editor, Steve Cooke, at ACE Magazine on 071 251 6222. Guard your card **VERY CAREFULLY**. You will need to present it to claim your prize. The prize will be awarded at a special ceremony later this year.

DON'T FORGET! ALL PRIZES AND DISCOUNTS MUST BE CLAIMED BY NOVEMBER 30TH 1990. CLAIMS RECEIVED AFTER THAT DATE WILL NOT BE VALID. SEE THE RULES BOX ON THIS PAGE FOR FULL DETAILS OF CONDITIONS OF ENTRY...

US GOLD GAMES

Choose from these five golden hits...

● **E-Motion**

PC, Amiga £24.99; ST £19.99; CPC, C64
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● **Rotox**

PC, Amiga £24.99; ST £19.99

● **Crackdown**

Amiga £24.99; ST £19.99; CPC, C64 £10.99cs/£14.99dk;
Spec £10.99

● **Murder**

PC £29.99; Amiga £24.99; ST £19.99; C64 £17.99dk

● **Gold of the Aztecs**

Amiga £24.99; ST £19.99; PC £29.99

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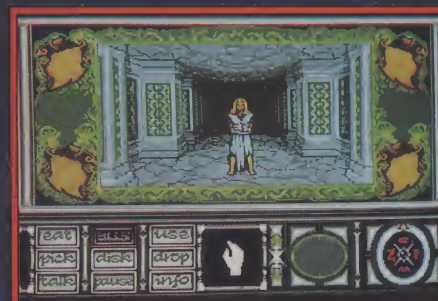
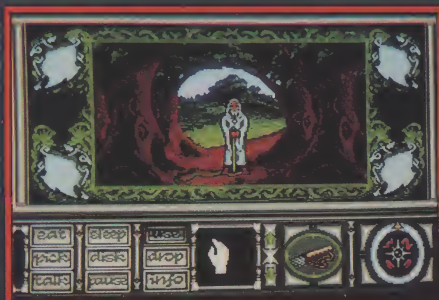
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THE RULES

This competition is not open to employees of EMAP Images or any company involved in the production and distribution of ACE Magazine. Discount and free game offers are valid until 30th November 1990. All prize winning entries must be returned to the relevant software companies by that date to qualify. Proof of posting will not be accepted as proof of delivery. Please allow 28 days for delivery of prizes. No responsibility can be taken for cash payments sent by post - use cheques or postal orders made payable to the appropriate software houses.



Rotox



YOUR OWN WORST NIGHTMARE . . .

From Psygnosis, Impelling RPG with more than a dash of hack-'n'-slash.

You're in the depths of your own worst nightmare . . . but this time there's no waking up.

Lost and alone in a dangerous and alien world you must discover where you are, how you got here . . . and how you're going to get out!

In a frantic search of the unfamiliar land you explore aMAZEing forests, mines and underground complexes collecting objects and interacting with indigenous creatures.

Re-emerging in to daylight you race along perfect parallax action scenes, dispatching enemies as you battle ever deeper into the unknown.

Amiga Screen Shots



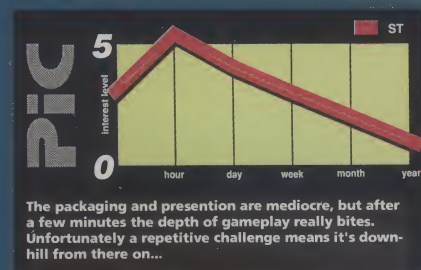


ACE REVIEWS GO 3D

DIFFERENT! Unlike many magazines, ACE ONLY rates finished games. The rating you see is the one to put your money on. We won't let you down by rating half finished versions and demos. Instead we give you accurate reports on games and make the stage of development perfectly clear. To find out more, check out the 'What You'll Find Inside' panel opposite.

DEFINITIVE! Every game has been extensively tested. If we come across bugs or other deficiencies, we check immediately with the company concerned. Then we give you the whole story. Whenever possible, we'll give you more than just the review – analysis, comparison, and technical information is all included wherever possible.

DEPENDABLE! All ratings are carefully calculated. You can rely on them to make your buying decisions. Not only do we insist on reviewing finished versions (see above), but we also make sure that all ratings are checked by the ACE reviewing staff. We GRILL those games!



PIC POWER!

The PIC – Predicted Interest Curve – is the most sophisticated reviewing tool around.

We on ACE know you don't just play a game – you experience it. The Predicted Interest Curve is the only review system that takes this all-important factor into account.

The curve is divided into six sections, indicating the player's adrenalin level after one minute, one hour, one day, one week, one month, and one year. And this can tell you a lot more about a game than just the interest levels...

For example, a high one minute rating means that the game must look fantastic and get you all excited from the word go. That means it's probably a good game to show off to the neighbours – who probably aren't going to pay attention for much more than a minute anyway.

The minute, hour, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.

Finally, you've got the month and year ratings. The better a game holds up here the more deserving it is of your hard earned cash.

SCREEN

Welcome to the ULTIMATE GAMES GUIDE

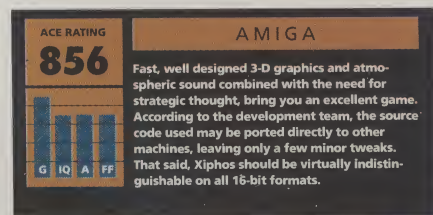
ACE is the only magazine with regular review sections for computers, consoles, and CDs, giving you complete coverage of games today – and tomorrow. But our reviews section isn't just comprehensive. It's got other hidden strengths too...

- We don't waste space. We use it to tell you very clearly what the game is about, how it's played, and what sort of experience it provides. You get all the information you need to make up your mind.
- We distinguish very carefully between products that are exactly as they appear in the shops and those that are incomplete. The panel at the bottom of the opposite page tells you how we do this.
- We're selective. We don't bombard you with pointless reviews of mindless rubbish. If a game's in ACE, it deserves your attention. The rating will tell you whether it also deserves your money.

ACE RATED!

Question: Is this game really going to grab me? And for how long?

Answer: the PIC curve – the heart of the ACE Rating System.



Each review carries a PIC Curve (see Pic Power panel) and special 'Version Boxes' that give you details of the game's implementation on a specific machine. These boxes include ratings out of ten for...

GRAPHICS

All aspects of the game's graphics – with the limitations of each machine taken into account.

AUDIO

The music and sound effects are rated here. A high rating is possible on even limited machines like the Spectrum and PC if the computer's shortcomings are cleverly sidestepped.

IQ FACTOR

The Brain Strain rating. Note that ACE readers are generally reckoned to be more intelligent than other human beings, so the ratings may be lower than you expect...

FUN FACTOR

Basically a measure of mindless addictiveness. Games like *Arkanoid* and *Flying Shark* require virtually zero brain power but are still remarkably addictive. Most coin-ops score well here because they are designed for instant satisfaction. Games don't have to be either fun or intelligent – they can be both.

ACE RATING

To get a really high rating a game will not only have to be very addictive but stand the test of time as well. Here's a general guide to what the ratings mean:

900+ A classic game, recommended without reservation.

800-899 A superb game, but perhaps lacking the long-term depth to last into the month and year categories.

700-799 Still recommended, but probably has a couple of aspects to the gameplay that take the edge off it.

600-699 The 'fair' zone, where it tends to be OK 'if you like that sort of thing'.

500-599 Not recommended. The game clearly has some noticeable problems.

400-499 Problems with gameplay and programming make this an inferior product.

300-399 Not only is the gameplay bad but the design is also seriously flawed. Very avoidable.

200-299 Things are getting really heavy now... Might be funny if you weren't expected to pay for it.

100-199 Inferior ZX81 games running on an Amiga.

Under 100 An essential purchase due to rarity value and unparalleled degrees of awfulness.

VERSION BOXES

These cover version-specific information on graphics, audio, loading problems etc. If there's no box for your machine but a version is planned, it'll be covered as an update in a later issue.

TEST

ABSENT FRIENDS...

Not every game makes it into Screentest each month. Naturally we have to pick and choose, making sure that we bring you the widest possible selection. Sometimes this causes us a good deal of grief, particularly when we feel that for reasons of space we have to leave out a game that deserves more exposure. Usually – as in the case of *UMS2* below – this is because we have given the program an extensive pre-production playtest in a recent issue, and the final version differs so slightly from the previous one that there's nothing more to add except the final seal of approval (or disapproval) in the form of an ACE rating. And sometimes we leave them out because we just can't bear to put them in!



WINGS OF FURY – Broderbund's combat flight sim has more combat than sim as it puts you in charge of a US Navy F6F Hellcat. Dogfights, search-and-destroy missions, and air-sea combat are all featured in this 16-bit title for the Amiga and PC, distributed by Domark. Most of the activity centres around your aircraft carrier, which you not only have to defend, but learn how to land on! Not the easiest of tasks...

HOYLES BOOK OF GAMES – Sierra have produced an unusual title here that will doubtless appeal to many inveterate card sharps. For the ST, Amiga, and PC, *Hoyle's Book of Games* is planned to be part of a series: this is volume one and offers you Cribbage, Crazy 8's, Gin Rummy, Hearts, Klondike Solitaire, and Old Maid. You get eighteen opponents to choose from, of varying ability.

WHAT YOU'LL FIND INSIDE

We give you complete coverage of games at all stages of development in our reviews section. That means you not only know what's hot today, but what's warming up for tomorrow.

To do this, we offer you three ways of looking at games. The first is the ACE Preview. When a member of the ACE reviewing team visits a software house, he's often shown products at an early stage of development that are not ready for review. These games are brought to you in the magazine as Previews – check out the results of our visit to Millenium on page 70, for example. Preview games do not get rated in any way.

Then there are the Preplays. Every month, we receive games for review that are not, in our opinion, totally representative of the finished product. If we have reason to believe that the gameplay is going to be substantially affected by further development, we do not mislead you by giving the game a rating. Instead, we use the Preplay Panel (see the example below) to tell you what we liked/disliked about the program and what we

think needs to be changed. Unlike other magazines, we're not going to send you down to the shops on the basis of an unfinished game.

Finally, of course, you get the reviews. These are games that are either in production versions or are so nearly complete that any further development (e.g. inserting a title screen or adding an extra tune) will not significantly affect the gameplay. These games get ratings, after we've played them extensively and debated their merits and demerits amongst ourselves.

At ACE we don't kid you around with haphazard reviews of unfinished games – when it's on these pages you get the low-down, not a send-up.

ACE PREPLAY



- Tremendous sound
- Vast number of screens
- Unusual number of control options for the genre



- Definitely lacking in action
- Takes too long to get into
- The graphics in the bedroom scene were lousy

ACE AWARDS

ACE always awards seals of approval for outstanding software performance. If a game really breaks the boundaries in sound, graphics, or originality you'll see the appropriate ACE Award flash on the review. Unless it's truly dire – in which case it'll get the ACE Turkey award. Software houses: you have been warned!



ACE only awards this one to games of outstanding quality. A 900+ game is a classic title, recommended without hesitation.



Originality counts for a lot these days, and any games that have it deserve a special mention. This ACE award is reserved specifically for these rare games.



One of the first things to grab you in a game is its graphics. Games that redefine the state-of-the-art get this seal of approval from ACE.



Sound is the 'forgotten' aspect of games – but can make or break them. ACE only awards this one to brilliant use of audio in a game.

THE LINE-UP

ON COMPUTER pages 50-81

- 77 INTERNATIONAL 3D GOLF CRL
- 77 THE LIGHT CORRIDOR Infogrames
- 67 LOOPZ Audiogenic
- 60 LOTUS TURBO ESPRIT CHALLENGE Grenell
- 75 MEAN STREETS US Gold/Atari
- 70 MILLENNIUM PREVIEWS
- 81 NEVRYON 4th Dimension
- 68 PANG! Dream
- 58 RICK DANGEROUS II Firebird
- 63 SHADOW OF THE BEAST 2 Pygmalion
- 59 SUPREMACY Melbourne House
- 57 TEAM YANKEE Empire
- 52 WING LEADER MindCapelOrigin
- 70 WINGS Cinemaware/Mirrorsoft
- 64 WONDERLAND Virgin/Mastertronic
- 55 STOP PRESS!

ON CONSOLE pages 85-91

- 89 BUDOKAN Megadrive
- 91 DR MARIO Gameboy
- 89 MOONWALKER Megadrive
- 86 POPULOUS Megadrive
- 91 SUPER MONACO GRAND PRIX Megadrive
- 85 TEENAGE MUTANT HERO TURTLES Gameboy

ON CD page 93

- 93 BOMBS AWAY June's CD-ROM Yearbook's



WING

Battle beyond the stars with this cinematic space-sim from ORIGIN and MINDSCAPE...

Could this be the game of the year? Exclusively revealed in ACE35, *Wing Commander* (then called *Wingleader*) certainly impressed us with its "Groundbreaking 3D graphics, spatially realistic stereo sound and cinematic game experience". Now we've had a chance to play a beta-test of the game, we're even more impressed. With its combination of revolutionary new graphics techniques and film-like presentation and audio, *Wing Commander* is one of the most exciting games ever released.

Instead of being just a fancy 3D shoot-'em-up in outer space, *Wing Commander* is a complete futuristic flight simulation with four different spacecraft to fly and over 35 missions to complete. Every spacecraft is equipped with tasty sci-fi gadgets and weapons, from a useful communication system to mass driver cannon. As a *Wing Commander* you not only have to fly your own bird on a mission, you must also lead your fellow pilots to victory and the next roll-call.

"Your actions in every mission affects the way the game swings," says Phil Harrison, Mindscape's product development manager. Missions vary from escorting convoys to suppressing intensive alien attacks. You'll perform both offensive and defensive missions depending

on your performance.

Wing Commander uses one of the most advanced and ingenious graphics systems ever devised for a computer game. It's the

first time this type of three-dimensional graphics have been seen outside of the arcades. Everything about *Wing Commander* makes you think you're playing a movie. Ray-traced bitmapped images provide the most realistic graphics yet seen in a micro-based release. Fighters zoom out of the distance till they fill your entire cockpit window – these are just waiting to be blasted to bits in a multi-coloured cloud of space junk. The ensuing action can be viewed through the cockpit windows or outside using a multitude of pseudo-camera positions.

Attractive animated in-between screens provide an interesting respite from the action and help create the cinematic feel of the game. The attention to detail is very impressive. Pictures of naked girls hang on the lockers in the barracks as a bucket soaks up the water leaking from a broken pipe.

Professionally composed soundtracks alter with the pace of the game, adding another dimension to the game-play instead of detracting from your enjoyment like the forgettable Euro-pop efforts found in most games. *Wing Commander* even includes 13 different dogfight soundtracks



(including missile tracking you, severely damaged, intense combat and ally killed), eight flying songs (such as strike type mission and triumphantly returning to the carrier) and rescued or lost in space ejection sequence music.

It's very easy to end up writing cliches when describing this latest release from the Texas-based creators of *Ultima*. *Wing Commander* breaks so many new grounds in computer gaming, that Origin has probably just invented a com-

SEE FOR YOURSELF

Origin, Mindscape and ACE are offering you the exclusive chance to see *Wing Commander* for yourself. We're giving away a limited edition demo disk of *Wing Commander*. If you're interested and own a PC (with a high-density disk drive) write to: ACE WING COMMANDER DEMO, MINDSCAPE, PO BOX 1019, LEWES, EAST SUSSEX BN8 4DW, ENGLAND. Don't forget to include your name, full address and PC machine type (12MHz 286 CPU, 1Mb RAM, 3.5" disk drive, hard disk, VGA graphics card, soundboard, etc).



So let's go get them!

COMMANDER



wasn't quite ready for a definitive ACE rating. There's no doubt, however, that this is a definite candidate for Game of the Year and we've been promised the full reviewable version for next month.

● Rik Haynes

pletely new genre of game. It really is like playing a movie! In fact, Origin is promising more games using the *Wing Commander* mix of movie graphics, gameplay, sound and presentation.

We were expecting to be able to bring you a complete review of *Wing Commander* in this issue, but it turned out that the version we received was still at beta test stage and as such

TAME THE GAME

We know no boundaries on ACE, next month we'll not only give you the definitive review of *Wing Commander*, but you'll also get exclusive playing tips on the game. That's right, Trade Secrets is back with a vengeance! Chris Roberts, the programmer of *Wing Commander*, will reveal the best way to tame his game. Stay ahead of the game in the next issue of ACE.



ACE PREPLAY



- Superlative graphics.
- Stirring soundtracks.
- Smart gameplay.
- A game in a class of its own.



- Needs a well equipped PC (at least 12MHz 286, VGA graphics card, Ad-Lib or Roland sound board, joy stick and hard disk).

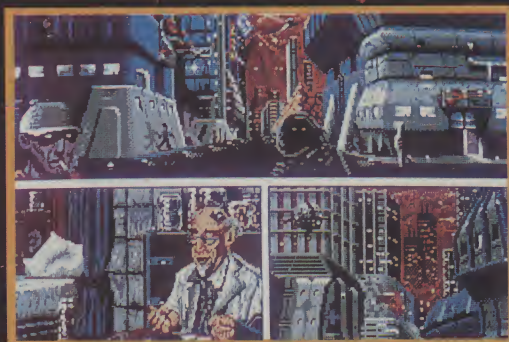
BAT

A
THRILLING
ROLE PLAYING
ADVENTURE

EARTH, 22nd century.

You are about to embark on an exciting and dangerous adventure. The Bureau of Astral Troubleshooters has selected you as their special agent.

Your mission : to find and destroy Vrangor, the evil genius who is threatening the people of the planet Selenia.

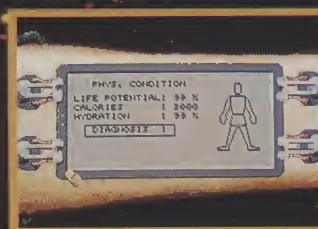


Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the actual city of Terrapolis.



Pilot the DRAG, a genuine flight simulator shown in 3D.

Learn how to use B.O.B., the programmable computer implanted in your arm.



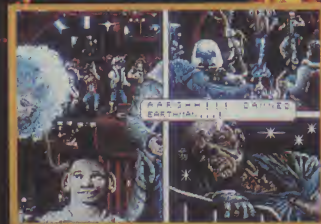
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Explore over 1100 different locations and meet characters from 7 different species.

Enjoy the futuristic atmosphere provided by outstanding graphics and sound effects.



UBI SOFT

Entertainment Software



As with any good arcade game, the action is instant, and *St Dragon* is no exception. It's a little tough at times, but avoids the frustration trap that many arcade games fall into. The game continues to be exciting right up to the point you complete it, which shouldn't take anyone more than a week. After that, you'll still return to it as it's fun to play.

ACE RATING

820



AMIGA

We played the final version, with full instructions but no packaging. Using the narrowed screen display, the visuals are only marred by the rather small sprites. The sound is arcade perfect. Technically it's very good, though occasionally the scrolling jerks slightly and the sprites flicker when there's lots on screen. An enjoyable game, and a challenge well worth accepting.

RELEASE DETAILS

ATARI ST	£24.99	Late October
AMIGA	£24.99	Late October
AMSTRAD CPC	£9.99cs/£14.99dk	Late October
SPECTRUM	£9.99 cs/£14.99dk	Late October
C64	£9.99cs/£14.99dk	TBA

No other versions planned

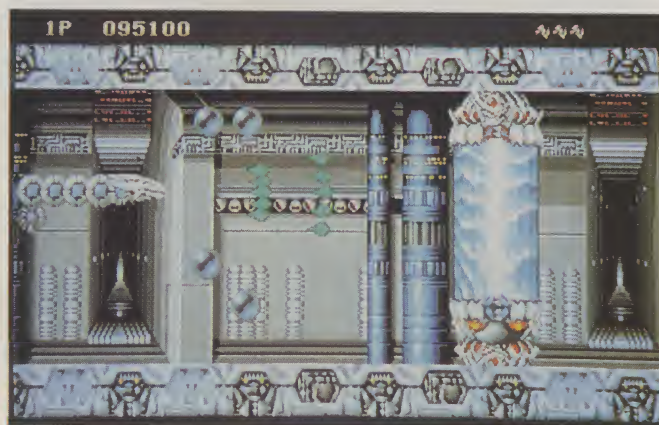
Sales Curve fly an arcade firebreather

SAINT DRAGON

Gamewise, *St Dragon* is a totally standard shoot-'em-up. Fly from left to right through five horizontally scrolling levels set in several exotic alien locations, such as a tropical forest and a barren rocky planet surface. As you progress, airborne and land-based robot aliens appear and shoot missiles at you. Occasionally pods will float on screen, and when collected will grant you bonuses of extra, more powerful weaponry, points or extra lives.

The game utilises Random Access' now very-nearly legendary DLS (Dynamic Loading System) that allows constant loading of sprites and backgrounds from disc without halting the game. In effect, this means that the only thing in the memory at a given time is the game logic code and the currently displayed sprites and backgrounds, allowing all the animation frames and scenery of the arcade machine to be reproduced perfectly.

You begin the game as a simple little dragon with a simple little gun. The only part of your



What the blummin' heck's that? One thing's for sure, flying into that blue beam isn't going to do you any good.

body that can be hurt is your head, the rest of your body being made up of a long armoured tail that you can use as a shield and weapon. As you work through the game, you can collect five way firing plasma bolts, a high powered laser and even bouncing bombs, all of which can be bolted-on together and are ideal for taking out ground- and ceiling-based gun turrets.

Playing *St Dragon* is something that should be second nature to any arcade goer. Shoot every-

thing on sight and avoid the enemy and their bullets. What could be simpler?

As you may have gathered, *St Dragon* doesn't offer anything new whatsoever. However, as a straightforward blaster, it's easily one of the most playable in its field. Even though it has only five levels, each is long and tough enough to tax even the most experienced player. It'll never be regarded as a classic game, but the amazing loading system will definitely go down in history.

• Tony Dillon

SCROLL ON!

Saint Dragon is the latest Random Access program to use the Dynamic Loading System (DLS). Basically, the DLS gets on with loading the graphics, sound FX, etc, while the multitasking System runs the game. While the new data loads, the System looks after memory management, discarding unwanted data to make room.

Created by Ronald Pieret Weserick, it was first used on the Amiga version of *Silkworm* to load the end game sequence in order to get around a program design fault. This very limited system could only scroll the background while loading.

Next came *Ninja Warriors*, written by John Croudy (ST) and Ronald Pieret Weserick (Amiga), which used real multitasking and dynamic loading of sprites and backgrounds. The scrolling sometimes stopped due to a bug, although the sprites continued to move around the screen as normal.

The fault was corrected for *St Dragon* and the forthcoming *SWIV*, the first Sales Curve products to be launched on the Storm label. *SWIV* is the first game to fully exploit the DLS. It only one giant level that takes over 40 minutes to play through. The backgrounds are more realistic, because they slowly blend from one landscape type to another, unlike *St Dragon* which jumps between background styles on each level.



It'll take more than a collision with your indestructible tail to kill this metallic muvva!

Stratagem play Cluedo in Space

Terran Envoy is the first product from Strategem, the Australia-based industrial computer systems contractors. For the past five years they've dealt primarily in business computer systems, servicing the needs of international giant, but have now turned their rather successful hands to the home computer games market.

The game is aimed at that small niche in the market comprising gamers who want a game with a little depth, but don't have the time for a full RPG or adventure. What you get is basically a scaled down space-bound adventure game that has to be solved inside two hours. Each time you play, the scenario is slightly different, allowing for thousands of game varieties. The story so far...

For years the mysterious but benevolent Ubbermenscha has ruled the universe peacefully, creating harmony between the various telepathic races and humans. His final plan for ultimate harmony is to help human's achieve telepathy, but is being opposed by the equally mysterious Usurper.



Another product from down under...

the Usurper is, but they will tell you who is friendly with them. By a process of elimination, you can pinpoint who the Usurper is.

You begin with a view of the Universe, showing all star systems and the location of your ship. You essentially have to visit every planet, each of which can be in any of three states - Empty, Mineable or Occupied. The Mineable ones contain a small amount of one of the five crystal types, and when mined turn to Empty.

On Occupied planets you meet aliens, who are a funny lot. Each has two ratings, honesty and friendliness, and these determine the amount and validity of the information they supply. It helps to



Initially, the game is very confusing due to the wide variety of options. However, after playing for a short while, interest does peak as you master the controls. The problem is, after a couple of plays, you realise that there isn't much game in there, and interest plummets, followed by the disk returning to the shelf.

ACE RATING
630

7 6 3 3
G IQ A FF

IBM PC

The version tested was the final off-the-shelf product. Terran Envoy is one of those games where actual game presentation is of a very high standard, but execution abysmal. The screens are bright and well laid out, with good use of windows and some excellent animated pictures of aliens. However, playing the game soon becomes frustrating, as each game - even though the outcome is different - plays exactly same. A short lived product and one of the poorest in its genre.

RELEASE DETAILS

ATARI ST	£29.99	IMMINENT
AMIGA	£TBA	OUT NOW
IBM PC	£34.99	NOV '90

No other versions planned

TERRAN ENVOY

Your job, as Terran Envoy, is to find out who or what the Usurper is and destroy him/her/it. As you travel through the many star systems of the Universe, you can mine telepathic crystals which the you can use to buy information regarding relationships between races from aliens. Nobody will actually tell you who the Ubbermenscha or

make notes of everything everyone tells you, and only start the detective work when you've built up a solid picture of those telling the truth and those leading you right up the galactic garden path.

Getting information also requires a little detective work. With each alien, three of the crystal types are harmful, one is acceptable, and one is

treasured. Give an alien a harmful crystal and they won't tell you anything. Give an acceptable crystal and you'll get one piece of info, while the treasured ones gets you two.

The crystals also serve another purpose. On board your ship you have a huge laser, called the rather pleasant Ray Of Justice. This is powered by a combination of three crystals, ideally the three harmful to the alien you're attacking (hopefully the Usurper). Get the combination wrong, or attack the wrong person, and it's Game Over. You only get one crack at it, so check your facts before firing.

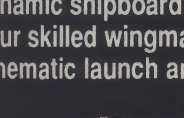
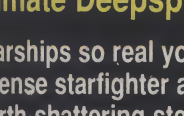
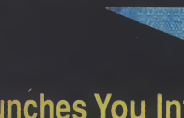
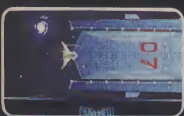
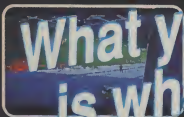
The game is controlled through either on-screen icons using a mouse, or letters on the keyboard ('M' to mine planet, 'A' to contact alien, etc). This system works well enough, except in situations where windows with selection boxes appear. On a mouse these are simple to use, just a case of moving the pointer over a box and clicking. However, there is no way of moving the cursor with the keyboard, and every key pressed either has no effect or closes the window.

The problem with the game is that it soon becomes very repetitive, and because it's been designed for short play, it isn't very taxing or involving. Lose those two elements, and surely you lose the key to a good strategy game. What should be a fun accessible product become sub-standard, but still accessible, waste of money.

• Tony Dillon



...I think I'd rather watch a triple bill of The Young Doctors, A Country Practice and The Flying Doctors!



What you SEE
is what you PLAY!

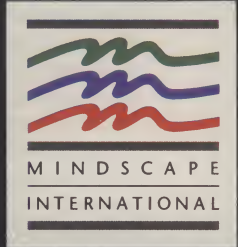
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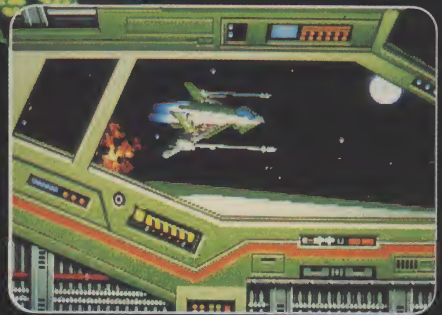


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TEAM YANKEE

Take on the Reds head to head with EMPIRE's team tactics tank sim



The quadrant screen, showing individual displays for each platoon of four tanks.

Billed by Empire as the 'definitive action simulation of modern tank warfare', *Team Yankee* puts you in control of four tank platoons, defending key posts from the onslaught of Russian attack. Whilst perhaps a little dated in its cold-war scenario, the implementation of *Team Yankee* is superb.

Set over 25 different battles, the object is to progress through five ranks from private to captain, proving your mettle in combat along the way.

Once the game has loaded, you are presented with an options screen from which you may choose a commander (there is only one default in the first instance), commence play, alter the



A platoon of bit-mapped tanks - good detail and high speed graphics, but if you zoomed in on this you'd lose detail...

game language, practice a scenario or quit. Before commencing play proper, it is recommended that you practice a scenario to familiarise yourself with control of the tank.

Although in control of a total of sixteen tanks, Oxford Digital Enterprises (the development team) have managed to make the game very easy to get into. It helps that, in practice mode, any encounters will have only one outcome, as none of the enemy vehicles return your fire! The control method may help to set *Team Yankee* apart from the ever increasing crowd of tank sims, as it involves simple icon manipulation via the mouse buttons.

The initial game screen displays a "quadrant view", where the main play area is split into four sections directly related to each platoon. This is where *Team Yankee* offers something more in

the way of gameplay, as each platoon may be viewed and manipulated independently from its own quadrant via a series of icons.

Each game screen may be displayed in either quadrant or full-screen mode. The icons above each quadrant allow access to each of the three screens, (maps, status and 3D) and include the ability to expand the view of each platoon (although not all of the action will remain visible). To the right of each quadrant there are further icons allowing you to pause and quit and displaying the time, your rank and relative strengths of both yours and the Russian platoons. This latter cluster of icons are displayed throughout the game.

One of the most vital screens of the game displays a grid map view of the entire play area from where you may plan your course and general tactics. This shows all terrain features and both yours and the enemy platoons. Icons to the right of the grid allow full map manipulation, (such as magnify, de-magnify and full scroll) and alteration of speed and platoon formation.

Although constant reference to the map is essential, the main action is displayed in glorious 3D and it is from this screen, that you may engage in head to head combat against the Great Bear. The tanks under your command (you also have at your disposal a number of TOW and armoured personnel vehicles) are armed with three types of ammunition and have the ability to emit a smoke screen to provide temporary cover. You also have a laser range-finder and thermal imaging to assist at night and when under cover. Movement of the main body and turret of each tank may be controlled from here and, once the enemy is in sight, firing is achieved by placing your cursor over the target and letting rip with the mouse button.

Finally, there's a screen giving status info about your vehicles. When in quadrant mode, the display shows each vehicle with two bars indicating morale and overall efficiency. Full screen status, however, also shows the number of rounds of each weapon left.

Rather than opt for a strategist's dream Oxford Digital Enterprises have emphasised the arcade

element, although this by no means indicates a lack of tactical gameplay. The blend of thought and reflexes required to play *Team Yankee* with any degree of success is exactly right and the gentle progression through the ranks ensures that you are never faced with anything totally beyond your capabilities. Having said that, some of the later scenarios seem incomprehensibly difficult!

Graphically, *Team Yankee* works very well. The decision to use bitmapped sprites for 3D rather than polygons may seem unusual, but allows for both speed and the graphic detail required in such a game. The design of the vehicles themselves was assisted by a military expert and as such, authenticity is fully vouched for. One minor niggle I have about using bitmaps however, is the loss of detail when using the zoom, but this has no effect on gameplay and graphics are generally good. Sound is fairly statutory, with in game FX limited to a low rumbling and the obligatory fire and explosion noises.

Team Yankee is an excellent effort to bring the limited appeal of a tank sim to a wider audience. Involved gameplay, original implementation and gradually increasing difficulty ensure that once you are initially hooked, you will remain so for some considerable time.

● Alex Ruranski



Immediately accessible due to excellent control method and presentation. Plenty of missions will keep you involved for some time although once familiar with each mission you may find yourself less inclined to return to the game and although interest will be fairly long term, every game has its limitations.

ACE RATING
893



AMIGA

Unusual choice of bitmaps works very well and although not pushing the Amiga to its limits, I would argue that there has yet to be a game that does. Sound is far from what the Amiga is capable of, but then again, you would expect nothing more from any battle sim. Fans of both strategy and pure arcade would be well advised to try *Team Yankee*, as its accessibility and possible complexity will engage all but the purest of purists.

RELEASE DETAILS

ATARI ST	£29.99	OUT NOW
AMIGA	£29.99	OUT NOW
AMIGA	£34.99	OUT NOW

No other versions planned

PIC 5
Interest level
0

hour day week month year

AMIGA

Aargh, what the hell do I do? Calm down, follow the manual. Ah, this isn't so bad, in fact, it's pretty good fun. What? Yeah, once you get into it, it's excellent - in fact, I still bung it on to try and thrash Rom even now, a year after I bought it.

ACE RATING
835

AMIGA

The graphics and sound, while they couldn't be accused of stretching the Amiga, are largely well thought out and implemented. The option screens are easy to use, although some require a bit of mouse precision to select certain items. The manual is excellent, and helps the player through the difficult learning curve inevitable with this game genre.

RELEASE DETAILS

ATARI ST	£29.99	IMMINENT
AMIGA	£TBA	OUT NOW
IBM PC	£34.99	NOV '90

No other versions planned

Arrow icons beside the window allow you to click between the different planets.

In the top right corner is a small animated graphics illustration of the currently selected planet. If you've selected an enemy held planet then a "Classified" logo will be displayed. Below that is a message window (while on other screens you will be informed that new information has come in by a digitised voice and a flashing sign). Finally, in the bottom right corner, are the ten control icons. From here you can access all the information screens and functions. As a shortcut, some of these icons are reproduced on other screens so that you don't have to keep returning to the main one.

The basic aim of the game is to capture the enemy's home base. Naturally, this isn't going to

KICKING INTERSTELLAR ASS

Eventually you'll want to start getting violent. You can generate 24 platoons, each containing up to 200 troops and the best equipment you can afford. Battle Cruisers can ferry up to 4 platoons between planets and into battle. When battle's engaged, the combat control screen shows two bars - green (you) and red (them). Their relative heights indicate, at a glance, the strength of one side to the other, so you can quickly decide whether to pull "your boys" out.

Random events occur that may help or hinder you, such as your scientists developing a high yield crop, or a solar storm shutting down resource stations. You have to stay alert and flexible enough to conquer chance as well as the enemy.

SUPREMACY

Power is an aphrodisiac, and MELBOURNE HOUSE offer you the chance to be the sexiest thing in the Universe!

Virgin/Mastertronic are relaunching the famous Melbourne House name with this game. If future releases are as strong, the label that once gave us *The Hobbit* has a bright future.

It all starts with trouble at t' research labs. The techies have discovered four new dimensions while working on new hyperspace drives. Each dimension contains many new worlds just ready for you, Ruler of the Universe no less, to expand your empire into.

The problem is that four alien races have also made the discovery, and some of them are particularly powerful and ruthless. The gates are now permanent, leaving you wide open to possible attack. There's only one thing to do - get in and kick their butts before they kick yours!

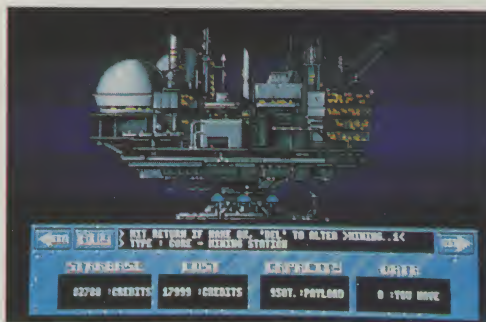
The game loads up with an attractive intro, followed by a screen detailing the four alien species you will face. Each resides in one of the dimensions, and acts as a difficulty level. The aliens range in increasing difficulty and, if they aren't tough enough, the number of planets to conquer also increases.

Once you select an opponent, you are presented with the main control screen. Most of the action is controlled by the mouse, and clicking on the right button returns you straight here. The dominant feature of this screen is a large round window shows the planetary system in the dimension, with your home planet (Starbase) at one end of the system and the enemy's at the other. In between are lifeless planets, ripe for conquer.

be easy. For a start, you begin with a tiny population, no resource generators, no spaceships and no army! No-one said being despotic ruler of the Universe was going to be easy! You will have to make decisions about how to tax the populace to raise revenue, then you have to buy

Horticultural and Mining Stations to produce food and raw materials, as well as Solar Satellites to beam down power for them.

Only once you have a stable(ish) community on Starbase can you even pause to think about expanding to other planets. To do this you must buy an Atmosphere Processor (very expensive) to send out to the barren worlds in the void and terraform them. After some time a new colonisable world is formed, each with ready made inhabitants just waiting to be taxed, fed and drafted! There are four world types, each with different benefits: volcanic (Mining Stations give a higher yield); desert (Solar Satellites generate more power); tropical (Horticultural Stations produce more food); and metropolis (taxation produces higher revenue). A Cargo Cruiser can then truck resources between planets as needed.



Outer space engineering in *Supremacy*

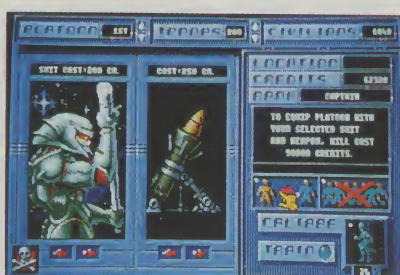
I really liked *Supremacy*. The attractive graphics encourage you to explore the screens and the icon system makes it very easy to get around and manipulate data (although a few icon functions aren't quite as easily identifiable from their design as they might be). The

sound effects are far better than you usually get in this type of game, and quite amusing in places. The manual is well thought out and guides you step by step through some early game play examples.

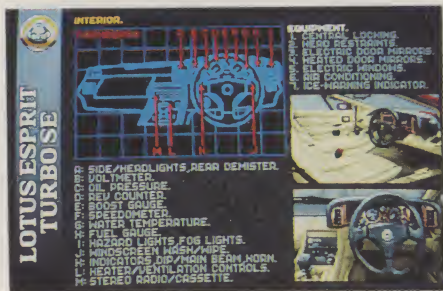
Where the game scores over, say, *Imperium* is that it's fun. While there aren't as many variables to manipulate in *Supremacy*, it's just as taxing intellectually but from a more tactical point of view - it's not just a question of juggling figures. The four alien species are all tough foes, but the difficulty level means the player can pick the one best suited to their abilities.

Admittedly, there's not really anything in *Supremacy* that hasn't been done long before, but it's never been done quite so attractively or with so much thought devoted to user friendliness. Like *Populous*, it opens up this style of game to those who perhaps wouldn't normally consider it, and offers lots of long lasting entertainment into the bargain.

● David Upchurch



Choosing suits and weaponry for your platoon



There's the Esprit interior, in silicon...

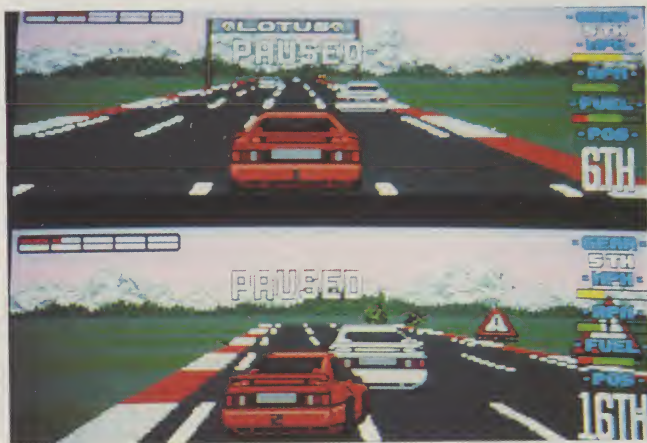
No member of the software buying public could have failed to notice last year's barrage of driving titles, released to do battle for sales and (in some cases) milk the punter for all his/her worth. The start of what could become this year's onslaught is heralded by Gremlin's new licensing deal with Lotus, under which the company have the exclusive rights to market software endorsed by the company and carrying the official Lotus badge.

All very impressive, but endorsed software doesn't always live up to the expectations aroused by the label. Is this yet another piece of sub-standard software with an expensive price tag?

The most obvious difference between *Lotus Turbo Esprit* and the previous batch of arcade licences is that it makes use of the horizontal split-screen effect, first seen in the age-old classic, *Pit Stop II*. So you've got simultaneous two-player action, the kind on which the original *Pit Stop* thrived, as well as a thrash-out between you and the computer.

There are 32 tracks, set over 3 difficulty levels (each level contains an increasing number of tracks) in which you race either solo or against a "friend" in a field of 20. Once running, you are presented with a well implemented attract mode, showing various representations of the Lotus with accurate spec charts and a demo of the game itself. Underway, you are presented with an options screen from which you may select the difficulty level, number of players and mode of control. Of the former, each level requires completion of an increasing number of tracks, although you may select at which level you begin.

Each track increases in difficulty, adding hazards such as water, oil, roadworks and land-



Two player mode (and yes, it's paused for the camera). Driver 2 (below) is lagging behind and has just had an argument with another driver. In one player mode the lower half of the display is taken up by an attractive graphic display of the Esprit

LOTUS TURBO ESPRIT CHALLENGE

Unleash a Lotus with GREMLIN's hot new license



...and here it is in walnut and leather!

slides. There are three control options: the first utilises joystick up/down for accelerate/decelerate and the button to change through the gears. The second mode effectively reverses the first, using the button to accelerate and joystick to change gear. Lastly, Gremlin will include a mouse option which had yet to be implemented on the review copy.

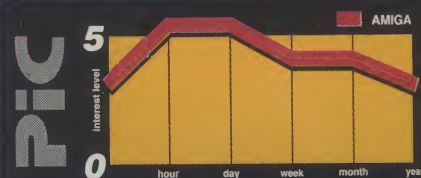
In addition to choice of physical control, each player may select either manual or computer controlled (i.e automatic) gears. Information as to selected gear, speed, revs, fuel and overall position is displayed to the right of the play area, whilst a bar indicator to the top left displays each lap completed. Further similarity to *Pit Stop II* may be drawn from the fact that you must inevitably enter the pits at some stage, to replenish fuel and re-tune your overworked engine.

Graphically, LTE is excellently implemented. Convincing 3-D moves rapidly and smoothly, as do the various horizons and roadside objects and although the main sprites are viewed from the statutory rear angle, colour has been well used to create a feel of arcade quality software. Sonically, the review copy was incomplete, in that no in-game FX were present, although as has been mentioned, a selection of five rockin' in game tunes are available for your delectation.

Overall speed has to be seen to be appreciated (even when the screen becomes crammed with sprites the game does not slow), and although enjoyable as a single player game, *Lotus Turbo Esprit* enters another class altogether when played against a "friend". The addictive frustration experienced when an attempt to overtake is thwarted by either a drone or a purposeful opponent is immense. The frustration level for beginners is also reduced (at the expense of realism) in that collision with other vehicles does not cause damage to your car, but merely slows you down.

A substantial range of different tracks and the unavoidable mounting determination to achieve first place ensure that *Lotus Turbo Esprit* will, whilst perhaps not achieving the classic cult status of *Pit Stop II*, nevertheless revive pleasant memories for some and ignite new flames of enthusiasm in many others. Over-endorsed and over-priced? Most definitely not – and a big slap on the back to Gremlin for proving that endorsement needn't be associated with second-rate software.

● Alex Ruranski



There's a rather strong sense of déjà vu about LTEC when you get started. It's difficult to get excited about a racing game these days. But once you're into the game, the slick introduction, quick learning curve, and long-lasting challenge begin to bite. Definitely one of the better tarmac burners currently on the market and destined for a long life on your shelf

ACE RATING
875



AMIGA

Our version was complete except for the mouse control option and the sound effects, the inclusion of which could only increase the already excellent rating this game deserves. Whilst hardly stretching the potential of the Amiga, *Lotus Turbo Esprit* is a good example of what a slickly programmed arcade game can be. Highly recommended.

RELEASE DETAILS

16-BIT VERSIONS £24.99 IMMINENT
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Versions for all major formats to be released



Captive[©]

The quest for freedom!

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Eventually you find a motley crew of four droids ready to help bring about your escape..

so begins your quest for freedom!



Actual screen shots

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WONDERLAND

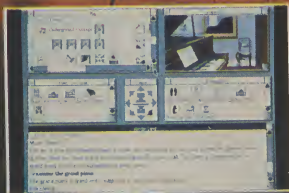
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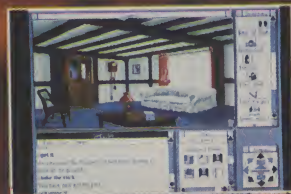
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IBM PC • £34.99



ATARI ST • £29.99



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SHADOW OF THE BEAST 2



A wall drops, trapping our hero on a rectangle drawbridge with an abyss below! Who can save him now? As you can see, the graphics are excellent, but will you ever get to them?

PSYGNOSIS serve up another helping of the Beast – warmed up leftovers or cordon bleu meal?

Oh dear. Zelek, Beast Mage, wasn't too pleased at being defeated in *Beast 1* and now seeks revenge. Like all bullies he picks on the weak and kidnaps your baby sister, with the intention of turning her into a warrior messenger for the Beast Lord Maletoth (I suppose because they're cheaper than recorded delivery mail). You, of course, were once thus cursed and rather than see your sister suffer as you did, you travel to Kara-Moon, home of the Beast, to save her.

Shadow of the Beast was the most popular Amiga title of 1989 and probably the first to show what that machine was truly capable of technically. Sadly it was somewhat lacking in the game department but now here's the sequel, boasting enhanced gameplay as well as the visuals and sonics so applauded before.

The game opens with the best intro sequence I have ever seen. It's almost cinematic in quality, and I bet a lot of people will reach for their wallets as soon as they see it. I advise them to wait until the game is fully loaded.

In the game you control a Neanderthal looking figure who you can make run left or right, jump or duck. Pressing fire activates the weapon or object you are carrying (you start with just a mace). In the bottom left hand corner of the screen is a red flask which empties as you get hit - when it's dry, you're dead. At the bottom of the screen is a small window for messages.

Your ape man strides purposefully through gorgeous scenery, which scrolls in two layer parallax in all directions. Of course, this is no Sunday stroll in the park - there are chasms to leap, waterfalls to cross, ropes to climb and a wide variety of people and monsters hell-bent on stopping you saving your sister.

As you explore Kara-Moon you may find chests containing gold, which can be used to buy food or weapons in some locations.

Occasionally chests or slain monsters will reveal weapons or useful items. You can carry four things at a time, switching between them with function keys 1-4. Some items have limited use, so choose carefully!

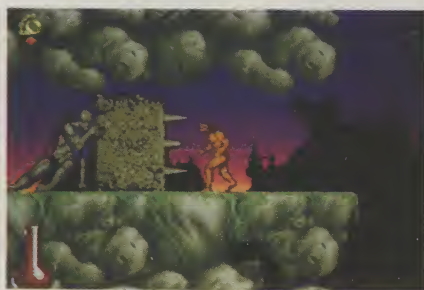
The programmers, Reflections, have tried to build on the basic gameplay of the first *Beast* by adding a small graphic adventure element with the option of trying to engage those you meet in conversation (after a fashion). Pressing 'A' allows you to type in a word that you want to enquire about. For example, early on you meet an old man who, you are told, is mourning a loss. Input "LOSS", and he'll tell you that his ring was stolen by Goblins. It doesn't take a PhD to work out that, if you find and return it, he may be useful.

BEASTLY?

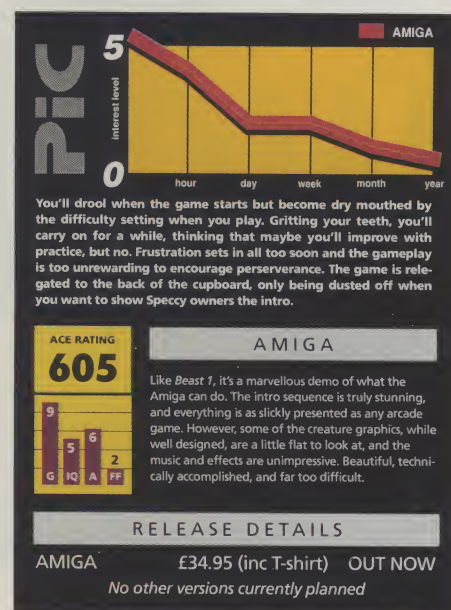
All this sounds hunky-dory but, quite frankly, I wasn't impressed with *Beast 2*. The scenery graphics are great and scroll incredibly smoothly but the monster graphics, although well designed and animated, lack colour and appear flat compared to the original. The worst instance of this is with the player's character - which looks as if it had escaped from a C64 game. I appreciate that this was done to save memory for use elsewhere, but the player has to look at this sprite all the way through the game and I think that it would've been memory well spent.

The adventure element is a nice addition and adds a little spice to the pot, but it isn't particularly taxing. The sound effects are run of the mill and the backing music is somewhat dreary. But the real nails in the *Beast 2* coffin are its toughness and its user unfriendliness.

I consider myself a reasonable gamer, but, after slogging away for days at this frakkin' game, I've only just got onto the second load. If I didn't know the cheat mode I'd be in a straitjacket by now. The monsters deplete your energy so



Not the most subtle way to encourage you to leave - a beefy monster is pushing a large spiked block in your way!

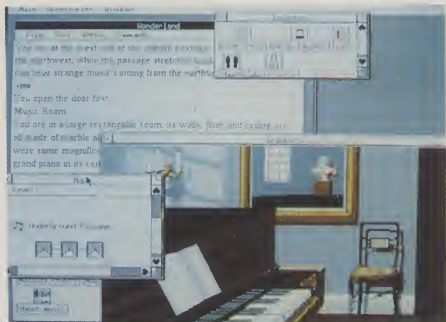


quickly and move so fast that your life is over before you know it - and that's all you get, just one measly life! When I died on the second load I thought maybe I'd restart from there, but no - back to the beginning I go!

Furthermore, you can't skip the intro and get on with loading the game. It's enjoyable the first couple of times, but after that... Also, at the end of the game you get a piccy and a sampled guitar riff. It's good but from dying to restarting a new game takes nearly two minutes! You can turn this sequence off - reducing the time to a speedy (ha!) 47 seconds. That's a heck of a lot of time between games!

In the final analysis it has to be said that the faults of *Beast 2* severely outweigh its good points. It's a complete mystery to me why it's been so highly praised elsewhere. Either the game was reviewed on the basis of someone playing it for them or with the aid of a cheat. Or maybe they just like impossible challenges. I don't. I admire the technical achievement this program represents, but I would have admired a good game even more.

● David Upchurch



An adventure with windows is something else, as any Mac user will tell you. Now PC, Amiga, and ST owners can get in on the act

Magnetic Scrolls have always been regarded as one of the fore-runners of the adventure field, standing alongside Infocom for producing the most entertaining and involving adventures around. Back in 1987, they stunned the world with *The Pawn*, a game that featured excellent location pictures and the most intelligent parser yet seen.

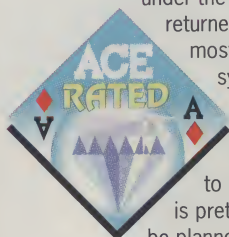
MS have kept a low profile since the demise of Telecomsoft, who used to publish their games

detailed, allowing for a lot of freedom and plenty of room for some typically logical, yet difficult, puzzles.

The key selling point behind this game is not that it's a brilliant adventure and one of the best in its class, which it is, but the new operating system, namely Magnetic Windows. At first glance, you'd think the game was running on an Apple Macintosh. In fact, if you didn't know any better, several further glances would tell you the same. Welcome to MW, the future of adventure games.

Within any adventure scenario, there are a number of commands used over and over again that are used purely for information, rather than any form of problem solving, such as INVENTORY or EXITS. MW allows you to call up a series of pre-designed windows that give you an instant pictorial guide to these plus a list of objects in the current location. There's also a self-building map option that allows you to travel instantly to any location you've already visited by simply double clicking on the destination. A lot less frustrating than typing in a series of directions, I can tell you.

WONDERLAND



under the Rainbird label. Now they have returned with what must be one of the most informative and user friendly game systems ever devised.

Basing an adventure game around such a classic book as *Alice in Wonderland* is always going to create problems. After all, the story is pretty set and adding any more has to be planned carefully so as not to lose the feel of the book.

Playing through a large part of the game, I have to say that MS have done extremely well. The story is essentially the same, only far more

All the windows can be moved and scaled, and if you find yourself creating a bit of a mess on screen, you can use the TIDY command, whereby the computer will relay and rescale all the windows in a way that all can be displayed at once with no overlaps and no loss of information.

As I've said, the game story follows that of the book, but that's not to say you can have any idea as to what's around the next corner. Situations have been played around with to the point that even simple tasks, like straightening a clothes hanger become comparable to any and all of the twelve tasks of Hercules (or even Asterix come to that). However, all the puzzles are logical and can be quite easily thought out. For example, going back to the clothes hanger, you find a situation where you have to use some straight wire. Upon trying to unbend the hanger, you are told you need to find something to grip it securely. Wasn't that a vice you saw in the garden shed?

If you get really stuck, however, there is a help command that brings up a hint dictionary, which effectively contains the entire solution in clue form. Each hint is split into four or

Have Magnetic Scrolls created the ultimate adventure system?

more parts; the more you reveal, the more obvious the clue becomes, until it finally tells you exactly how to win over your specific problem.

The parser is true MS, containing a wide variety of synonyms for each act and object and includes a full editing system, where you can recall previous commands and alter them – handy for repeating long sentences or correcting mistakes.

Can this really be the end of frustrating adventures? A colleague of mine, whose initials are Keith Campbell, wanted to give this game 100%. After playing it, I can't say I blame him. Scrolls plan to use the Magnetic Windows system indefinitely, to create more advanced and involving software. All adventure fans kneel and praise.

● Tony Dillon

PIC Interest Level

5
0

hour day week month year

PC

As with any adventure, it takes a short while to get your bearings and start making some headway, though *Wonderland* starts with a bang and once you begin to find your way, nothing can stop you. Of course, sooner or later you'll complete it, at which point interest goes out the window...and you sit and wait for the next Magnetic Windows title.

ACE RATING

910

10 8 8

G Q NA PF

IBM PC

In terms of visuals, MS have always led the pack, but *Wonderland* is really something else. The clear display and good use of windows make the game pleasant to look at, and the location graphics are easily on a par with their earlier products. The only real glitch is on a PC with no mouse – the keyboard operation of the pointer is far too slow, both to respond and in actual speed across the screen. And why no sound?

RELEASE DETAILS

ATARI ST	£29.99	IMMINENT
AMIGA	£29.99	IMMINENT
IBM PC	£34.99	OUT NOW

No other versions planned



Mag Scrolls have a great way with pics – superb draftsmanship combines with a strong use of colour to achieve a very attractive effect

CadaverTM



Deep in the heart of darkness lies a swamp. In the centre of the swamp there stands a castle. And deep inside the castle the Necromancer waits.

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But fate has nurtured a hero. No valiant knight or swarthy soldier but a liar, a mercenary and a thief. Karadoc the dwarf is destined to go where men have failed, to come face to face with the Necromancer and probe the darkest mystery known to man. His motive? Not honour or love or a personal feud; not a crusade against evil or a deep hatred of Necromancy; but treasure! and Castle Wulf is bursting at the seams with it... Cadaver is the interactive fantasy adventure you've been waiting for. Stumble through a labyrinth of age-old passageways, explore the mystic contents of Wulf's secret rooms, battle to the death with hideous monsters, grapple with supernatural traps and puzzle over the enigmatic spells of Necromancy.

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Screen Shots from Atari ST version

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BETRAYAL

*Your Father's been murdered,
Your Peasants are in revolt
and your wife's run off with your best
friend - the Kings' brother.*

*Quite possibly the best news you've had
for some time!*

Betrayal.

From Rainbird.

*A web of intricate possibilities - but fair
play isn't one of them.*



MASTERS OF STRATEGY

LOOPZ

AUDIOGENIC's puzzler has been grabbed by Mindscape for the Gameboy and Capcom for the arcades. But should you grab it for yourself?

When you find yourself shrieking with excitement on the Tube because you've just beaten your *Tetris* high score, you know it's time to either (a) chuck the Gameboy in the Thames and see a psychiatrist or (b) try just one more time to see what happens if you adopt a more aggressive strategy on Level 9.

There is a third alternative. Just as heroin users can sometimes be weaned away from the evil drug with methadone, so *Tetris* victims can be dragged away from those tumbling blocks by other puzzle games. Some people have found new life after discovering *Klax*. Others swear by *Pipemania*. As a hardened *Tetris* user, however, I didn't get a rush from either of these, so you can imagine the effect on my pulse rate when I played *Loopz* and saw, for the first time, the possibility of freedom from Gulag Tetris. Suddenly a whole new world of addiction opened up, and not a tumbling block in sight.

ELEMENTARY?

Loopz is, of course, very simple. A rectangular gridded playing area confronts you, over which you can move a cursor using the mouse or joystick. The cursor assumes one of several distinct shapes, each of which is an open-ended line with one or two right angles and of varying size. One, for example, is a straight line of three squares' length. Another is a right angle with two sides of a single square's length. Other single right angled lines create L shapes, and some lines zig-zag through two right angles.

You drop these lines onto the grid by first moving them where you choose and then clicking the mouse/joystick button. A line cannot have either end continuing immediately to the boundary of the grid. Your objective is to place these lines so that they join onto each other and form 'loops', which are simply polygons that enclose an area of the grid. Once you complete a loop, it flashes and disappears and your score goes up. The more complex the loop, the higher your score.

Naturally you can't determine in which order

the shapes will come, so sooner or later you have redundant shapes on your grid that you can't join or, worse, are stopping you from completing other loops. Occasionally (VERY occasionally) you get a special shape, which – when dropped on any line or pattern of joined lines – wipes them out and frees some space.

You have three lives and lose one when either you cannot place a shape anywhere on the grid because you can't find a space for it, or you fail to place the shape within the time limit (as indicated by a sliding bar at the bottom of the screen). The time limit provides a simple way of



Lots of potential loops here, but the grid soon clogs up and you lose a life

increasing the difficulty – the higher levels (which, like *Tetris*, you can access from the starting screen) are just the same but simply leave you less time to place each piece. You get an extra life for every 25 loops you complete.

Loopz has three game modes. In Game A, the level remains constant. In Game B it rises with your score (as in *Tetris*). Game B includes two bonus sequences – the first simply has you madly creating loops and doesn't remove them when you've finished. The second is similar to Game C. The latter is quite different – a complex completed loop is shown on-screen and then sections are removed. You have to replace them and rebuild the loop. This is essentially a memory and logic exercise.

Loopz is an excellent puzzle, but this evening I was back playing *Tetris* on the Tube. That's because there's one feature of Audio-Genic's puzzler that stops it from replacing that 'other game' in my affections.

Yes, I admit it. I just can't hack it. The game (and I'm not the only one here who had this problem) is too difficult for you to leap into it and get instant gratification. The shapes of the lines in *Loopz* make the strategy very complex. *Tetris* allows simple incorporation of any block into either single or multiple lines. In *Loopz*, some shapes cannot be incorporated into the more simple loops – the zig-zag, for example, can never be part of a simple rectangle. These shapes demand that you reserve some of your



The initial excitement generated by this product is very high. The game is simple to play and very quick to get into. After a few goes, you reckon you could REALLY get expert at building shapes. But that expertise takes quite a while to develop and frustration can arise. However, *Loopz* does have good staying power – it's not impossible and the challenge will tempt you back in the long term.

ACE RATING

795



ATARI ST

Three sound options give you rather subdued music that tries to be hypnotic and eventually succeeds by sending you to sleep. The graphics are attractive for a puzzle game, but then the scenario doesn't demand much in the way of sprites. It would have been nice to see some more detailed screen borders, for example. Control is by keyboard, joystick, or mouse and is instinctive and quick to pick up.

RELEASE DETAILS

ATARI ST	£19.99	IMMINENT
AMIGA	£19.99	IMMINENT
IBM PC	£24.99	IMMINENT
C64/128	£10.99cs £14.99dk	OCT 90
SPECTRUM	£10.99cs £14.99dk	OCT 90
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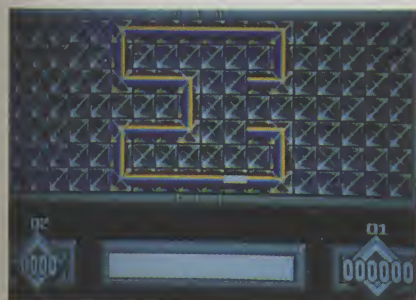
Also coming on MSX, BBC, SAM Coupe, and PCW

grid for the particular shapes they require and at higher levels this becomes very difficult indeed.

Unfortunately, you can't pause the game to plan ahead because the pause option blanks the playing area. The programmers probably did this deliberately, but they did themselves an injustice because the attraction of *Loopz* is that the strategy is so much more interesting than *Tetris*. That was what attracted me when I first played it – and what frustrated me when I realised how difficult it was.

Audiogenic assure me that there are many people who've mastered *Loopz*. That may be true, but you should be prepared for a much longer learning curve – which means that you'll only really want to tackle *Loopz* when you've got the time and patience for a challenge. *Tetris*, on the other hand, is completely brainless – and that's its main attraction.

● Steve Cooke



Now you see them, now you don't. In this mode, sections of the displayed shape are erased. You must then put each one back in its correct place within the time limit

LOOP HIS LOOPS

Loops also has a two-player mode which suffers slightly because it demands two joysticks and the joystick control is not as precise as the mouse. The neat touch here, however, is that while your opponent may be waiting for a particular shape to complete a loop, you may get there first and pinch the honour (and the score). Otherwise, it shares all the attractions and drawbacks of the single player game.

Icy Leningrad - burst those bubbles, Boris! By the way, the players have'n't been covered in snow, they've both just picked up temporary shield icons.

PANG PLAYERS GUIDE

The best general advice is to be methodical. When a new screen starts, quickly see where the smallest of the balloons on offer is, head for it, and start breaking it down. Try to mop up as many of the tinier balloons as possible before moving on to the other balloons. If you don't you'll just end up swamped.

There are four main weapons: the harpoon, the grapple hook, a double shot laser and dynamite.

- The harpoon (which you start with) shoots up, dragging a cable behind it. If it hits a balloon, an animal, a platform or the ceiling it disappears. Be warned - you can't fire more than one at a time (unless you pick up the double icon). The harpoon is, funnily enough, the best weapon to have, especially when you can fire two. Best way to use it is to fire and move to the side, using the cable as a shield and allowing the balloons to crash into it.

- The grapple hook behaves exactly the same as a harpoon, except that if it hits a platform or the ceiling it sticks, leaving a barrier of taut cable trailing behind. This weapon is a bit of a double edged sword - while it's great for using as protection in low corridors, it can be a pain if it gets stuck somewhere away from the action, leaving you weaponless.

- The laser is great for breaking up the big balloons, but is too dangerous to use when there are lots of the small balloons because you have to get right underneath them - far too risky!
- The dynamite is best avoided at all times. It splits all balloons into the smallest size and can cause real headaches if used too early on.

Use platforms as shields as much as possible - shoot between gaps in them whenever possible. There are many screens containing ladders which you may be tempted to climb - DON'T! Your chances of survival are much higher with the freedom of the floor to roam, rather than teetering on some tiny ledge. Only go platform pounding when you're mopping up or you absolutely have to.

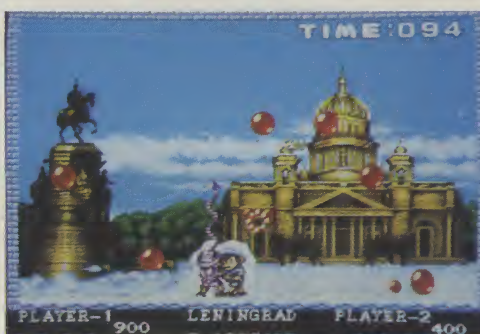
Try to shoot birds and snails as soon as possible. Don't kill the crab - he's totally harmless and will destroy some of the balloons.

Screens in far northern and southern countries feature icy platforms, which cause you to skid slightly when you change direction. Be careful, and leave a bigger margin for error.

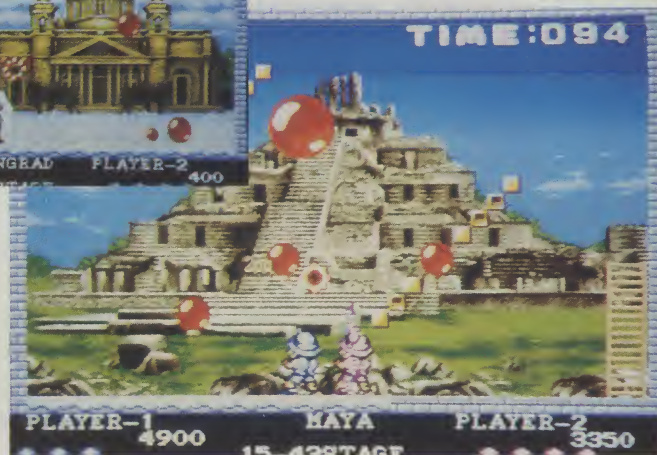
Imagine, if you can, the unholy spawn of the coupling of *Space Invaders* with *Asteroids* and you will begin to get some idea what this game is all about.

You control a little fellow whose task it is to travel around the world, making your way through 50 screens of action set in 17 locations. You start in Japan (guess where the coin-op was written) and end up on Easter Island in the Pacific Ocean. Each screen is made up of several platforms, barriers and ladders. Your character can walk left or right, climb up or down ladders, or drop off the edge of platforms (you can't die by falling).

Bouncing around are a number of balloons, which you can shoot with your harpoon-like gun. Be warned - your gun only fires up! Each time a balloon is shot, or it hits the cable trailing behind the harpoon, it splits into two smaller balloons. The smaller the balloon the lower they bounce - at their smallest the balloons barely clear your head. Hit these smallest balloons and they disappear. Clear a screen of all the balloons and you can move onto the next. If one of the bal-



OCEAN burst a few bubbles with a highly addictive romp around the world



Level 43 - you're nearing Easter Island. Maya the Force be with you!

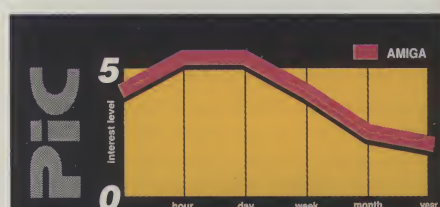
PANG

loons hits you or the time limit is used up, you lose one of your lives and have to start the screen again.

And that, basically, is *Pang*! There are several extra bells and whistles that elaborate on this basic scenario; some platforms can be destroyed by shooting, occasionally shot balloons drop bonuses (such as double harpoons or a handy pump action laser) and snails or birds will sometimes wander on screen which, if they touch you, stop your weapon working for a limited time.

Pang may not look much from the screen shots, or sound like much from the description, but just wait until you play it - the game positively oozes addictiveness! The first few screens are fairly simple affairs, but as more devious platform arrangements appear and more balloons start bouncing about, things can get pretty hectic and the game really starts to get its hooks into you! Although fundamentally a simple fun game, some screens require thought and strategy to complete. There's also a two player option, where both take part at the same time, which is great fun. The old adage about cooperating to survive is truer here than just about any other two person game I can think of.

Pang has been superbly converted from the Mitchell arcade game by Ocean France. The graphics are identical to the original, even down to the attract sequence between games. Each country is represented by an attractive picture which acts as a backdrop to the on-screen action. The animation is good, and everything moves very smoothly. Sound is also well imple-



Instant accessibility and pleasing aesthetics hook you and addictive gameplay will keep you going for quite some time. After a while you'll develop tactics and discover that the game isn't quite as impossible to complete as first assumed. Interest will fade as the challenge diminishes, though you'll still come back occasionally just for the fun of it.

ACE RATING
840

AMIGA

We reviewed the release version, but without final documentation and packaging. Colourful smooth, cutesy sprites, beautiful backdrops and enjoyable jingles - a true arcade perfect copy. Fortunately, aesthetics aren't the only thing accurately ported over - the addiction comes through strongly as well. If you liked the arcade game, you'll love this conversion.

RELEASE DETAILS

ST, AMIGA, PC, SPECTRUM	£TBA	NOV 90
C64/AMSTRAD CARTRIDGE	£TBA	TBA

No other versions planned

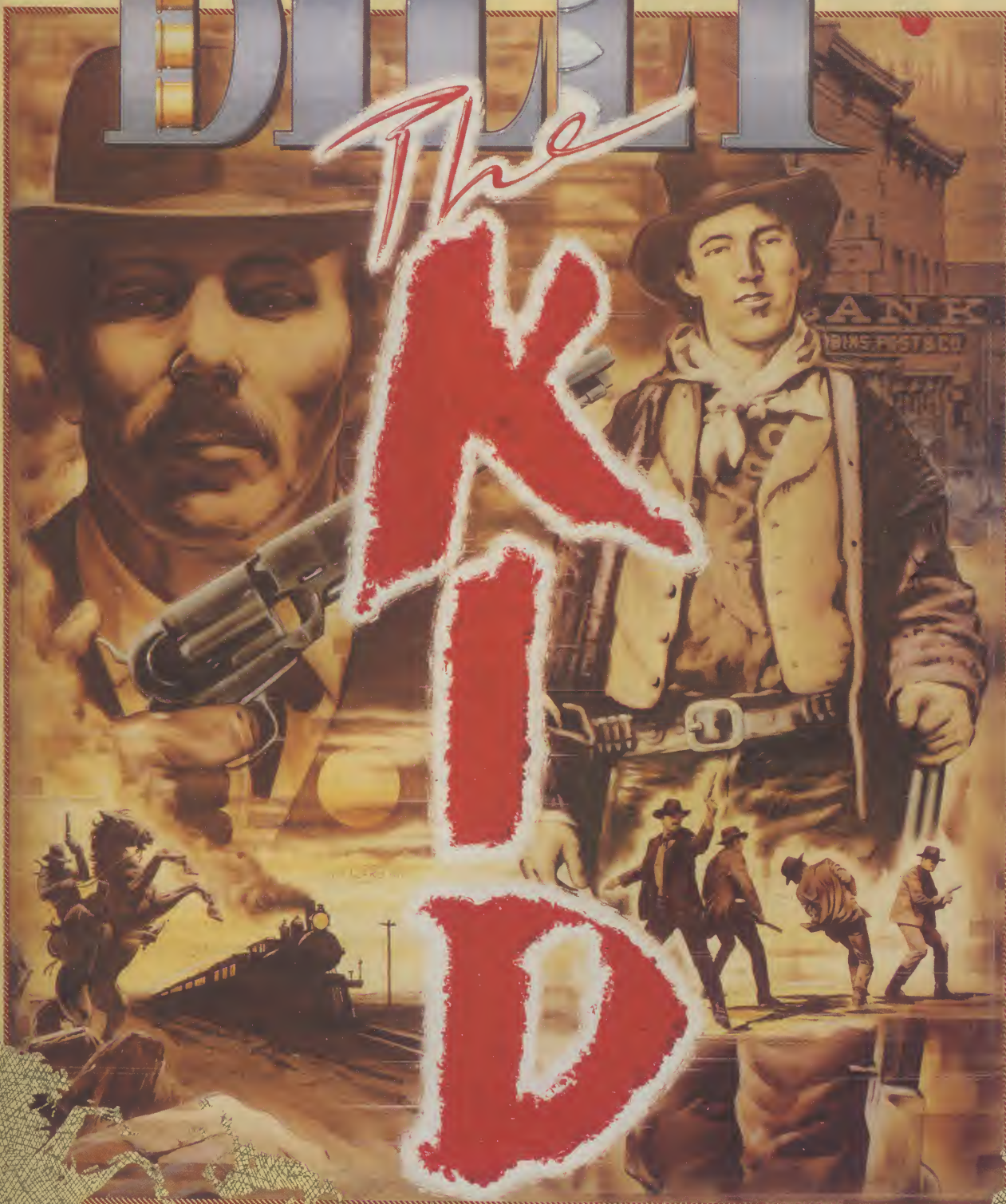
mented. The spot effects are pretty standard bangs and pops, but there are a large number of enjoyable tunes and jingles throughout the game.

This is a marvellous game. Okay, so you're not exactly stretched to the limits of your intellectual capacity, but the game does require more brains than your average arcade bash. If you hanker for the days when games were fun and simple, buy *Pang* - you won't regret it!

● David Upchurch

BILLY

The KID



ATARI ST

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HIGH NOON

What do you get when you shut four programmers in a small room in North London? Rik Haynes meets the men at Millennium



The men at Millennium: Paul Carruthers (left), Steve Grand, Pete Hickinson and Chris Sorrell.

Born out of the Logotron education software specialist, Millennium is a young, small and independent software publisher dedicated to producing original games on the C64, Amiga, PC and ST. So far this year, Millennium has released the critically-acclaimed *Resolution 101*, *Kid Gloves* and *Thunderstrike*. ACE went to Millennium's London office in Highbury to ask five of its programmers one simple – but very important – question. Four of the programmers turned up, the other one missed his train.

HOW DO YOU RATE THE CURRENT STATE OF GAMEPLAY FOUND IN GAMES?

STEVE GRAND (programmer of *Outlands*): I think it's more artificial stupidity rather than artificial intelligence.

CHRIS SORRELL (programmer of *James Pond*): By building intelligence around the situations and characters involved in the game. There's much more intelligence in today's games for moving and controlling enemies.

PETE HICKINSON (programmer of *Chase HQ*, *Hill Billy Moonshine Racers*): Characters have to interact more with each other in games. You have to think up a whole lot of programming routines to emulate stuff.

PAUL CARRUTHERS (programmer of *Archipelagos*, *Resolution 101* and *Stormball*): There aren't that many complicated things in life, it's just lots of little simple things which combine with each other to make something that is – or looks – complicated. Instead of structured intelligence, we need intelligence that is created during the game.

STEVE: I don't think the level of intelligence found in games has increased a great deal – per-

haps stupidity has increased. You get more complex algorithms controlling the behaviour of people in games, but there's no real intelligence – not like you'd call a real mouse intelligent. No sensitivity, it's all preprogrammed hard-wired stuff. Graphic adventures don't seem to have come very far at all in the level of intellect

involved. They are just puzzles, it's just you against the programmer. None of the people inside the games do anything intelligent themselves. I think graphic adventures have got a great future, but they need to have a lot more intelligence. You need to be able to walk into a world and make it work your way. The moment you walk into a programmers or game designers world you have to solve their puzzles their way. The worlds in games have to operate autonomously – so you can step into them and play along with the plot if you feel like it, or perhaps play it in your own way. There's no sign of that yet. As far as I

"Compact Disc projects will involve a lot more money which we will have to find from outside our own resources – joint-venture work or co-publishing or venture capital. It can be an expensive proposition. We are keen to get involved, but we need to know which will be the main format before we start developing games."

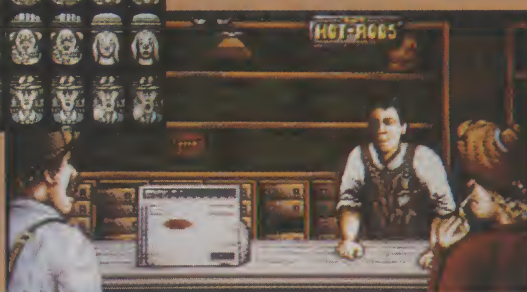
Ian Saunter, Millennium

can see, games are exceedingly thick. **CHRIS**: There's a lot going on in the background of today's games. You've got to play a part in what's going on. Enemies in games have to possess more of a purpose. We have to link in more directly with what the player does.

STEVE: You have to treat the objects in computer games as autonomous bodies – building them, programming them, thinking about them in isolation, then letting them meet together and see what happens – this can lead to intelligence. When you think of the plot first, you make everything fit around it. Complex systems are more than the sum of their parts. When you pile on all

HILL BILLY MOONSHINE RACERS

A humorous racing romp, *Hill Billy Moonshine Racers* (working title) is a *Dukes of Hazzard* version of *Chase HQ*. You play Ike and Billy Joe as they illegally drive moonshine alcohol around a hill billy county in an unspecified Southern State of America. You have to beat other moonshiner's and the cops to the pick-up and the drop-off. You can buy extras for your truck, including a super-charger engine or tires with better grip. If you collect enough money you may even purchase a new vehicle. The game also includes a visual CB



TENTACLE

Eldritch the Cat, the strangely named software development team most recently responsible for *Projectile* by Electronic Arts, is currently working on *Tentacle* for Millennium. This *Shadow of the Beast*-type game will feature full-screen parallax scrolling and massive sprites. Controlling a mobile pod which moves around the screen using four springs, you're up against dinosaurs, insects and Japanese transformer robots. *Tentacle* is being written by the same guy who converted *Shadow of the Beast* over to the ST. Mark McCubbin of Eldritch the Cat says, "I'm going all out to beat *Shadow of the Beast III*, which will probably be released at the same time as *Tentacle*". *Tentacle* is scheduled for release on Amiga and ST in February 1991.

IN HIGHBURY



HORROR ZOMBIES is a big horror spoof currently under developed at Astral 'Resolution 101' Software. This arcade adventure incorporates all the 'B' movie monsters you've come to know and love such as Dracula, Frankenstein, Werewolves, Mummies, Headless Henry VIII Corpses

and, of course, plain old Zombies. Horror Zombies is being written by Stuart Gregg, an ex-Core Design coder who previously wrote Rick Dangerous for Microprose. Astral is also working on Stormball, a futuristic sports-sim which uses some of the 3D graphics code from Archipelagos. Horror Zombies will be launched in November on ST and Amiga, Stormball will follow on the same machines in April 1991.

the simple entities together they become complex. What we need to do in terms of technique is find new data structures, new methods of representing things inside the machine, not algorithmic data structures like you tend to use in games. We require a more intelligent, sensitive, networking kind of structure. You have to create people inside your games and then teach them, rather than tell them how they are to behave. First you have to make them exist, then you have to train them to behave the way you want them to be in the game. There has got to be some learning in the game, I don't think intelligence can exist without learning.

CHRIS: Gameplay hasn't really improved over the years. Sometimes you can go overboard trying to add too many elements to the gameplay. Maybe too much intelligence even. Three dimensional graphics have come on a long way, but I think they can sometimes hinder gameplay.

PETE: Games require a lot more thought in the planning stages these days. You set down a general storyboard and add to it during the game's development.

PAUL: Half of it is to do with what's wanted in the market place, you have to do more now in a game otherwise it's ignored. If you write a game it has to have something that is really special – either in terms of humour, gameplay, graphics, music, technical expertise or whatever. Every game has to have something that really stands out. Five years ago it was enough to have a game that had a bit of everything in it. Three years ago I actually did everything in a game – I'd write all the code, design the game, do all the graphics and the sound. Now you would hardly ever do that, because there's such a hell of a lot of work. Producing games is more of a corporate activity than it was then. Having said that, a lot of good games have been programmed by the individual who has had a nice idea and stuck with it. I'm not really a techie, I just wish everybody had the same machine – then you could explore the limits of that machine. You haven't

really seen the ST and Amiga stretched to the same degree as the ZX81 was. You can do anything you want on a PC386 with VGA graphics. If you've got too much in the machine, people expect a lot more of the programmer – and development time goes up again.

CHRIS: Generally, I don't like arcade conversions and licensed games. The name sells the game.

PAUL: It doesn't make any difference if it's an original, license or coin-op conversion – that's all external to what's in the game.

Unfortunately, what happens on the whole is that things like coin-ops and film stuff tend to be hurried out. A lot more effort is put into the marketing of the game. I don't think it's fair to say all license games are rubbish. Things are moving so far that way that it's very difficult to do something original and actually make lots of cash out of it.

PETE: Original games tend to be more finely tuned and better prepared before they're released.

STEVE: What's an arcade conversion?

"Everything I do is state of my art, but I'm damn sure it isn't state of anybody else's."

Steve Grand



OUTLANDS

Set in a American Gold Rush town during the late 1800's, *Outlands* (working title) places you in the role of an ancient Indian spirit out to defeat the evil town major. This corrupt official has reduced your noble people to cattle rustlers. As you're a ghost, you can only influence things by haunting people, moving from one person to another, trying to get them to do what you want. You can haunt anybody in the game, but every 'host' drains your energy level by a vary-

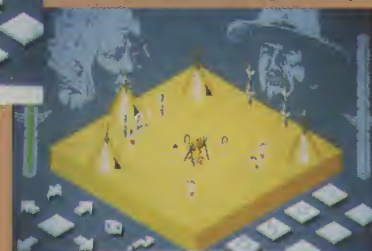


ing amount. You gain more energy by being worshipped.

Outlands uses *Populous*-style presentation and control, supplemented by a full text parser. You use this to talk to the character who you are haunting. You can even haunt and talk to a cow or horse, but they don't understand that much English! The horse is useful to reach places hard to get to.

Everything you'd expect to find in the world of the Wild West is included: cowboys and Indians, sheriff, camp fire, stage coach, jail, saloon, totem pole, general store, bank, hotel, wagon train, and so on. *Outlands* even has a gold mine complete with 'old timer' prospector. You win the game by getting lots of money and power. For example, you might influence the town's folk to gamble for money in the saloon. Alternatively, you could get someone to rob a bank or ambush a stage coach. But beware, it's game over if your host dies.

Outlands is the result of ten years work. Steve Grand, the programmer of *Outlands*, states: "The engine is in place,

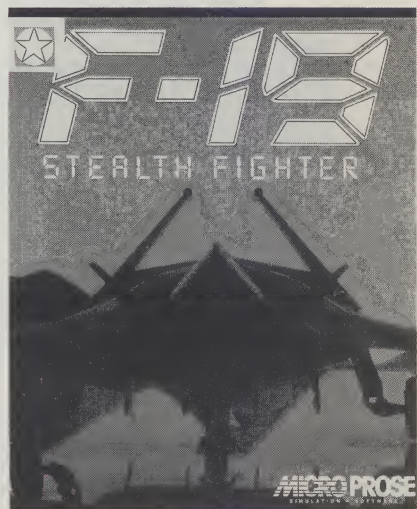


but there's no plot to the game yet. I don't know how it's going to turn out". Grand's 'world simulation' engine started life as a 1K program on a Nascom 1 computer back in 1980. It was originally intended as a computer language for educational use. "I like making worlds in the machine," confirms Grand. *Outlands* is due for release on Amiga, PC and ST in March 1991.

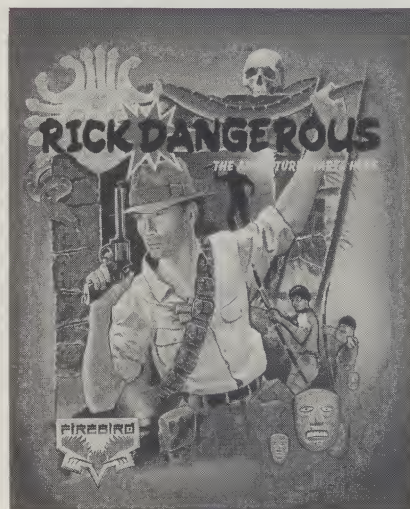
ARE GAMES THICK?

Do you think games are 'exceedingly thick'? What new gameplay features would you like to see included in the games you buy? Tell ACE your views and we'll reward the most original idea with a special software prize worth £25. Write to: Are Games Thick?, ACE Letters, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Alternatively fax us on 071 490 1094. Don't forget to include your name, full address and machine format.

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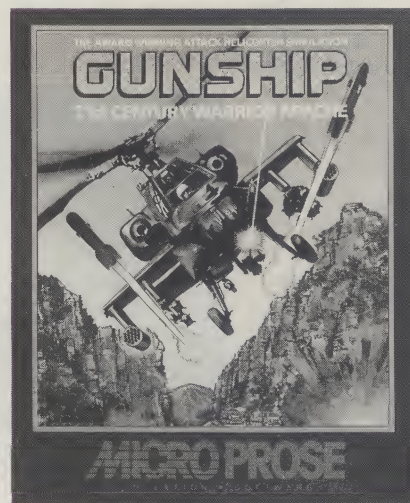
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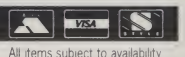


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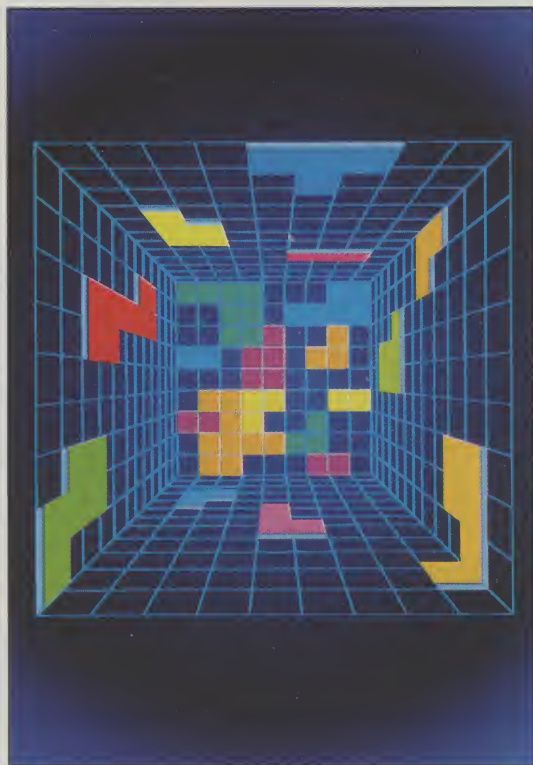


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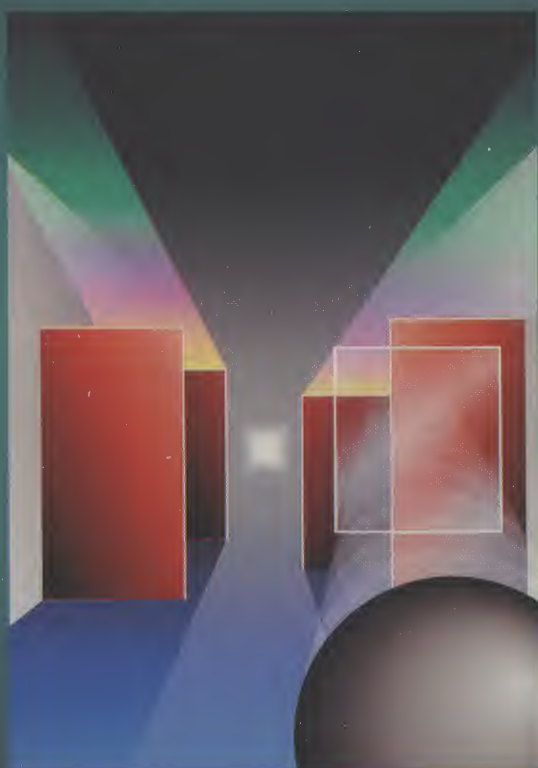
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INFOGRAMES



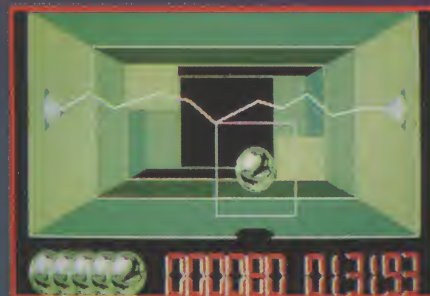
IN CRYSTAL COLLECTION INFOGRAMES PRESENTS

The light corridor



Available on ATARI ST-STE, AMIGA, PC & compatibles

« The echo of lights
on the walls of silence »



Travel at light speed, capture the
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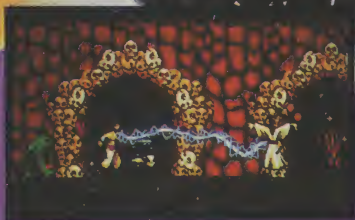
INFOGRAMES



Death Trap



CBUXTON



A trap so deadly that it has remained inviolate for five centuries, so ingenious that it gently lures an intruder to a certain death, a trap worthy of Shankriya, the magician king, a tyrant and absolute ruler of vast lands.

The trap is set in a multi level labyrinth deep in the bowels of the earth and populated by creatures vile, vicious and venomous. Within it lay hidden the magic scrolls, source of Shankriya's power.

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ANCO

Access Software could claim a lot of responsibility for putting US Gold on the map. *Leaderboard*, *Raid Over Moscow*, and *Beach Head* were all Access products programmed by the Carver team. Now the same boys have come up with a series of 'interactive detective dramas' featuring Real Sound® and Motion Graphics®. Let's face it, the games are going to have to be pretty hot stuff to live up to those trademarks, eh?

Mean Streets is the first of the new wave and pushes you into the not-too-distant future as a private dick, called upon to investigate the apparent suicide of noted scientist Professor Carl Linsky. It's a multi-scenario display game with four basic gameplay modes: flying from one location to another in your hovercar; sideways-on shooting sequences; interrogation of suspects and searching locations.

After an atmospheric intro sequence, it becomes immediately apparent that investigating Linsky's death is going to be no picnic. The leg-work involved in collating firm evidence is considerable, involving searching numerous buildings and interacting with many characters.



Fly-high P.I. Travel between vital locations in your hovercar....

MEAN STREETS

Travel between locations invokes a crude vector graphic display with an overlaid control panel as you pilot your 'Lotus speeder'. Although manual control is possible, flight is best left to the autopilot and navigation computer - simply enter the co-ordinates of your destination and presto! While aboard, you may access your videophone through which you can talk to either Vanessa (your secretary) or your informant Lee Chin. Both are valuable sources of information.

Upon landing, you will be faced with one of three basic situations - the interrogation of a character, searching a room/building, or shooting it out with the opposition. Interrogation displays one of over 25 digitised characters, whom you may question, resorting to bribery or violence when necessary. This is the most graphically accomplished section of the game and what could have been laborious is perfectly implemented. Each digitised character has been well chosen, displaying highly individual personalities and offering any number of reactions when faced with a probing private dick.

Searching a room or building is achieved via a new 'tree search system' devised by Access which requires no typing, but presents a variable menu with options for all possible actions and appropriate items for the current location. Devious puzzles abound - many of the locations contain traps (some rather obvious), a few of which may end your days as a private eye. If you come across a battle-sequence, you have to shoot it out against large numbers of hoods, viewed from a side-on perspective.

Your inventory enables you to examine or sell anything you may have picked up. Selling items

gets you cash for bribery and ammunition. You can also raise money by engaging in a spot of bounty hunting in the seedier parts of town.

THE VERDICT

Access must have spent a lot of time developing this system. The complexity of the plot and the interaction demonstrates the thought that has gone into the programming and the four basic sections, although very different, gel together very well.

The hovercar's frustrating - the distances you have to travel are often long and can take ages. In addition to this, yours appears to be the only vehicle in the whole of the San Francisco area. It would have been nice to have had some suspects to pursue, or hoods to evade.

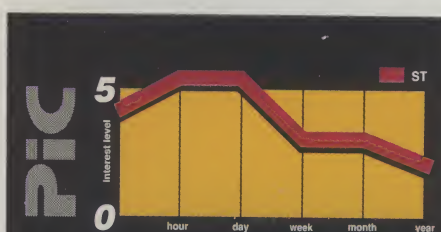
The gunfighting is undoubtedly the weakest section of the game - it quickly becomes repetitive and is at times far too difficult. The onslaught of hoods refuses to let up, even when reaching the end of the screen, and death can come frustratingly quickly.

Overall, however, *Mean Streets* has a very competent feel to it. Graphics for each section have been well designed (especially the interviews) and Access claim that the sound represents a technical breakthrough because the program outputs high quality digitized effects without adding extra hardware.

The only real criticism I have is the considerable disk-access required (2 disks on the ST) which becomes wearing after a while. Perseverance, however, will reap its own rewards.

● Alex Ruranski

US GOLD/ACCESS put you in charge of a murder investigation on the West Coast...



This hybrid of arcade/strategy game is highly reminiscent of classics such as the King's Quest and Police Quest series' and as such, its complexity excellently utilises the ST's facilities. Even sound (below par on many ST products) is used to the full - the development of the 'realsound' technique ensures that ST users will not be disappointed and increasing involvement ensures that interest is sustained throughout.

ACE RATING
837

7 7 6 6
G IQ A FF

ATARI ST

Graphically excellent. Varied scenes and characters create a suitably sleazy 21st century atmosphere, coupled with sound that, whilst occasionally a little grating, demonstrates the ability of the ST well enough and befits the game well. Disk access, however, is a major problem. Despite reservations, worth checking out for fans of any genre.

RELEASE DETAILS

ATARI ST	£24.99	XXXXXXX
AMIGA	£24.99	XXXXXXX
IBM PC	£24.99	XXXXXXX

No other versions planned

HE'S BACK! HE'S BACK! HE'S BACK!

*Micro
Style*

RICK DANGEROUS

2



Rick Dangerous II.
The Man in the Hat is Back..
IN A FLASH !

THE LIGHT CORRIDOR

"The echo of light on the walls of silence" – thus saith INFOGRAMES about their highly original scrolling ball game, tested here in an early pre-production version

The Galaxy is in darkness... and the latest offering from Infogrames gives you the gargantuan task of restoring all light, offering you in the process an originality that few titles can compete with. Imagine playing the computer equivalent of squash in a moving 3-D tunnel and you may be able to imagine *The Light Corridor*.

The game is played by shooting a sphere along a moving corridor, filled with obstructions in the form of walls (themselves either stationary or active) with the aim of reaching the end of the tunnel. Inevitably, the sphere will, when hitting an obstacle, return to the player, who is able to redirect it via control of a translucent square racket.


The game contains 2 series of 7 parts, each composed of four sections of tunnel. Each of the 7 parts corresponds to one of the colours of the rainbow. On completion of each fourth section of tunnel, the player will encounter a challenge. Success brings you a fragment of light to help illuminate the Galaxy.

Scattered throughout the tunnels are tokens – collect these, and various bonuses will be bestowed, ranging from an extra life (lost if you miss a rebounding sphere) to a double racket (reminiscent of those bonuses awarded in *Arkanoid*).


In addition to the basic game, Infogrames say that a screen editor will be included in the final version, allowing restructuring or creation of designer tunnels.

Initial impressions are that the originality of this game runs rather close to the merely quirky. However, the gameplay feels promising and the implementation is smooth and promising. The 3-D effect of the tunnel is especially convincing, with the author managing to show an impressive turn of speed.

ACE PREPLAY



- Smooth, fluid, convincing 3-D movement
- Highly original gameplay
- Excellent atmosphere enhanced by good use of colour



- Sound needs to be improved
- Speed may deter some - (it's pretty fast!)
- Could become ultimately repetitive

RELEASE DETAILS

AMIGA	£24.99	September
ST	£24.99	September
PC	£24.99	September

Sound at this stage is functional, if not exactly blistering, but this could yet be improved upon. Looking as though it has the potential to be an excellent end product, *Light Corridor* will be reviewed in full as soon as possible.

● Alex Ruranski

3D INT'L GOLF

Golf has been one of the last game genres to benefit from 16-bit technology. Recent months have seen both Gremlin's *Ultimate Golf* and the superlative *FM Towns* title from Japan. Now CRL are joining the club with another simulation, which we were able to 'preplay' at an early stage of development.

Extensive options cover everything from control configuration, number of players (1 to 4) and number of holes played, to the actual state of play (pro, amateur, novice and choice of match, stroke or driving range). Other facilities such as loading or saving entire games (or just specific information) and viewing previous records are also available.

The graphics are pretty impressive too, viewed from the familiar Leaderboard perspective.



Out with your putter (ahem) for a plan display of the green, showing every undulation between you and that elusive hole.

CRL indulge in 3D 'Fore!' play




FORE! Although the main action screen, a huge range of options are accessible from here to assist your state of play.

tive (i.e. just behind the player) and boast similarly smooth animation. Added to this, a novel and excellently implemented 3-D map is displayed both before a hole is played, and during the action replay following a shot.


Once you're on the green, putting is viewed from above with the green displayed as a bas-relief plan to show undulations. Control is simple, and involves a pointer to change shot direction, with repeated mouse-clicks to influence shot strength and slice.

As the game stands at the moment, (lacking in any hindering elements such as wind and with only one of the four possible courses installed) it

ACE PREPLAY



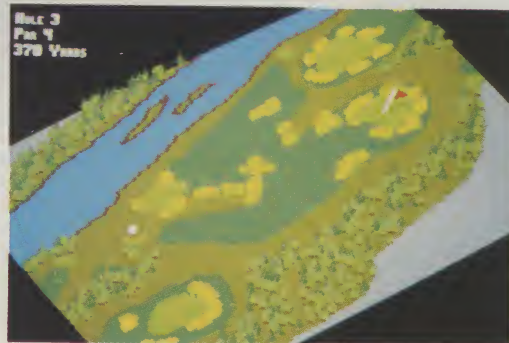
- Excellent presentation with multiple options.
- Innovative 3-D display.
- Choice of four completely different courses all on one disk!



- The 3-D display is compulsory both before and after shots, and can become repetitive.
- Although 3-D Golf comes a fair while after *Leaderboard*, there's nothing really new other than some aspects of presentation.

RELEASE DETAILS

AMIGA	£24.99	October 1990
ST	£24.99	December 1990
PC	£24.99	1991



A superbly implemented 3-D view of each hole is displayed before a shot, while after, an action replay retraces your play in all its... er glory.

is far from complete and is to be withheld for a couple of months yet. From what we have played however, "very impressive" fits the bill.

● Alex Ruranski

At last! With so many flight simulators on the market it's amazing that no-one has thought to write one about flying a First World War 'kite'. And now, all of a sudden, comes news of not one but three games based in this setting – *Knights of the Sky* from sim experts Microprose, *Fokker* by Glyn Williams (writer of *Warhead*) and, first out of the hangar by quite a few months, *Wings* from Cinemaware.

Wings starts with Flight School and presents you with an options screen where you can generate your own pilot character and let him earn his wings (making him eligible to join a frontline squadron). There is a pregenerated pilot (Waldo P. Barnstormer – where do they get these names from?) ready and itching to fly if you're impatient.

Pilots are characterised by four skills: Flying Ability, Shooting Ability, Mechanical Aptitude and Stamina. Flying Ability affects your plane's speed and manoeuvrability. The higher your Shooting Ability the fewer hits you need to down the enemy. Mechanical Aptitude affects how well you hold your 'plane together when hit. Stamina determines how likely you are to survive crashes (quite important this!).

New pilots have 40 points to spread between the four skills. During the game you can return to this screen to see how your successful missions are affecting your skills, how many German planes you've downed and review any medals you may have won!

Earning your wings involves a practice mission (mission types are described later). If you're successful then you can join a flight squadron as a 2nd Lieutenant. If not then it's back to school until you are!



Bomb the b'st*rd's! You've missed one target, now try and save face by hitting the other.

ACTION!

Once you've got your wings, you're briefed by your commanding officer and put in charge of updating the company journal. This acts as your diary of the war and appears between each mission, providing interesting, amusing and sometimes important information on the state of the squadron and the Allies' success in the War.

Missions come in three types. Aerial Combat are the most common and the most dangerous, involving a variety of tasks: escorting reconnaissance 'planes, protecting the base from enemy bombers, or straight engagement of German Fokkers. The action is depicted in solid vector 3D with an unusual cockpit view – just behind your head! As you roll, dive and turn, your head turns to follow enemy aircraft, acting as a primitive sort of radar.

The air is chock full of enemy and friendly craft, and you have to be careful to avoid mid-air



Dagga, dagga, dagga! Take that sausage sucker! (And other xenophobic phrases.)

Biggles flies undone with Mirrorsoft/Cinemaware's new WW1 flight game

WINGS

collisions or shooting comrades. Injury or collision may give you, depending on your luck, the chance to ditch the plane and just lose face, rather than your life. The mission is over when all the enemy are downed or you are!

The other two mission types, Strafing and Bombing are more arcade-like than the Aerial Combat Missions. Both are preceded by a briefing where you are informed of primary targets that must be destroyed, although there are lots of secondary enemy targets to hit. You can't be killed, but get shot down or miss your primary targets and you've failed the mission.

Strafing Missions are viewed from a three-quarters angle, with a road scrolling along at a fixed rate below your plane. Bombing Missions are viewed from overhead with the countryside slowly scrolling vertically down below your plane. Careful timing is needed to estimate the delay between bomb release and hitting the ground and the bomb supply is very limited.

If you fail at five consecutive missions you get thrown out of the squadron. Behaviour unbecoming to an officer, such as shooting down your own 'planes or Red Cross property, can get you out as well. Should this happen, or your pilot gets killed, you can generate a new one who takes up the company journal where the last one left off. Thus, in a sense, you can't strictly win or lose in *Wings*, although ideally you should survive until VE Day.

Wings is a slight departure from the usual Cinemaware style in that there is no 'plot' as such, like in *Rocket Ranger* or *It Came from the Desert*. Events occur and you take part in them, but the end goal can seem a little nebulous at times. However the presentation, graphics, music, and effects are consistently excellent and the period atmosphere generated is marvellous.

The main problem is that *Wings* is trying to be all things to all people. The Aerial Combat Missions are too unrealistic to satisfy flight sim fans – you can't alter flying speed, for example, and there is no taking off or landing – and the Bombing and Strafing Missions are too simplistic for arcade freaks. However, the missions get pretty tough, especially later on in the War.

For all its shortcomings, *Wings* is fun to play and fairly varied. If you want a flying game (and not a flight sim) where you can see the white of the enemies' eyes, then *Wings* is for you.

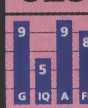
● David Upchurch



The cinematic intro sequence impresses, and the high production standards and the enjoyable task of Hun hunting keeps you glued to your Amiga for quite a while. However, if you won't take that long for you to realise that the missions get a little samey. The lack of real depth to the gameplay and of a definite aim dilutes the incentive to keep playing, but while it lasts it's great fun and a worthy purchase.

ACE RATING

825



AMIGA

We reviewed the final version, with full documentation but no packaging. Presentation is very slick and graphics, whether still or moving, are excellent. 3D vectors are reasonably fast and detailed but nothing special. Sound effects are good the music is excellent. Not an in-depth WW1 flight sim but an enjoyable, atmospheric, WW1 interactive story.

RELEASE DETAILS

ATARI ST	£24.99	EARLY '91
AMIGA	£29.99	OUT NOW
IBM PC	£29.99	XMAS '90

No other versions planned



The gas lorry explodes in flames - it's nobody's fuel now!

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CLONE ... REPRODUCE ... SURVIVAL? ... ANTIBODIES ... DEFENCE ...
ELIMINATE ... REPEL ... CURE ... YOU NEED...**



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EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS, YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU - YOU'RE ME

YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME PLAY THAT COMPLIMENTS THE SUCCESS OF THE

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...A NIGHTMARE
JOURNEY INTO THE
21ST. CENTURY

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This murderous hulk is about to dissolve in a screenfull of fireballs. Good riddance, and another level completed...

NEVRYON

Stunning graphics and multi-channel stereo soundtrack ensure that *Nevryon* will be a big hit with Archimedes owners.

The action takes place just after the First Great Space War of 2100, when reserves of Titanium, vital for ship construction, began to dwindle throughout the Universe. *Nevryon* is a small planet, colonized by humans, which has large reserves of Titanium ore buried beneath the surface. Unfortunately, a rather nasty breed of alien has overthrown the humans to obtain this valuable material. Naturally, you seize upon this intolerable provocation as the perfect excuse to kill everything that moves.

The battle plan consists of four vital missions, each with two hectic levels of alien blasting. The raw processing power of the Archimedes is fully exploited to provide a superb, flicker-free scrolling backdrop which includes large sprites, 256 colours and six levels of parallax scrolling. As any fule kno, but may not have seen on the Archie before, parallax scrolling adds to the real-

Just what can the fastest home micro deliver when it comes to alien destruction?

The 4th Dimension's latest release has the answer...

ism by scrolling the surroundings at differing speeds, providing an enhanced feeling of depth.

Hordes of aliens swarm about as the scenery scrolls horizontally past your small ship. Initially armed only with a rather feeble laser cannon, you can progressively customize your ship by collecting bonus pods which are released as you destroy more enemy forces. These add extra shields, fire-power or secondary weapons to your ship. The more annihilation you cause, the more pods are released. A good pilot can soon collect a huge array of extra armaments, some of which are vital for survival at higher levels.

Two useful power-ups are a small gun droid which floats alongside your ship, firing simultaneously with your main laser. This effectively doubles fire power and is highly recommended. A remote shield can also be collected which floats just above or below your ship. Acting as an armoured battering ram it can protect the vulnerable sides of your ship from pieces of wreckage and side attacks.



Six levels of parallax help the scenery fly past

Your first mission is to fly into the alien spacecraft and includes rockets spurting flames at you, force fields and robot ships in addition to formations of alien ships. Many obstacles are two-fold in that to fly through a force field you must first destroy the force generators at the base, to deplete its energy supply.

Each level is concluded by defeating an increasingly ferocious alien beast. Along with a suitably atmospheric stereo soundtrack for each mission the graphics seem to improve as you progress into the game. Mission two, for example, is a flight through a particularly nasty asteroid belt. Asteroids drift across the screen from all directions, whilst swarms of alien bats weave in and out of them. The occasional falling stalactite will ensure that you don't doze off....

By the time you reach the third mission (the planet surface), however, the graphics are quite spectacular. Mountains, bushes, trees and clouds all form a smooth scrolling backdrop to some of the fastest action yet seen on the Archimedes. Coupled with background music, explosions and over sixty on screen sprites excitement is guaranteed all the way.

In the forth and final mission you actually come face to face (or rather claw) with the 'mother beast'. Large claws grab up and down which will drain your ships energy banks almost instantaneously, requiring agile key movements.

The only minor drawback to the game is that sometimes there are literally so many sprites and explosions on screen at once, it can be quite hard to see where you're going, resulting in loss of energy colliding with cavern walls and buildings.

Two disks means swapping when you die on higher levels - even if starting on the same level again. This only really becomes annoying if you die frequently but does prevent you from quickly restarting from later levels.

Nevryon is the strongest pureblooded shoot-em-up currently available and should encourage all Archimedes owners to reach for their joysticks. The 4th Dimension look set for another classic.

● Paul Vigay

PIC

Interest level

5

0

hour day week month year

ARCHIMEDES

Basically a blast everything that moves game. Fast reflexes and a good amount of keyboard battering are what's required here, rather than exercising the grey matter. Initial reactions of "Wow, let's have a go", won't last for months into the future though, but trigger happy games players will have an enjoyable, quality game to go back to when wanting something to zap.

ACE RATING

880

9 8 9

G I Q A F F

ACORN ARCHIMEDES

Totally lacking in originality, the implementation of *Nevryon* makes good use of the Archies features and shows that the machine is perfectly capable, in the right hands, of delivering mainstream computer entertainment. Unfortunately, it's going to need more than shoot-em-ups to open up a larger market for this machine, however good they may be.

RELEASE DETAILS

ARCHI 310/400	£19.95	OUT NOW
BBC A 3000	£19.95	OUT NOW

No other versions planned

Running, jumping mayhem from MICROSTYLE as Rick mounts the platforms for another curtain call...

RICK DANGEROUS II



Rick meets a chilly end in Freezia.

The original *Rick Dangerous* was something of a revival for the somewhat dated platform genre, due to its devious puzzles and superb presentation. Now, some 11 months later, Rick dons leotard, cape and boots and takes to the skies in a bid to save mankind from invading alien forces lead by his arch enemy, the Fat Man!

The game begins by offering the player a choice of four of the five available levels through which you must run, crawl, jump, shoot and bomb your way.

The overall feel of *RDII*, as with *RD1*, is superb. Each level follows a very different theme

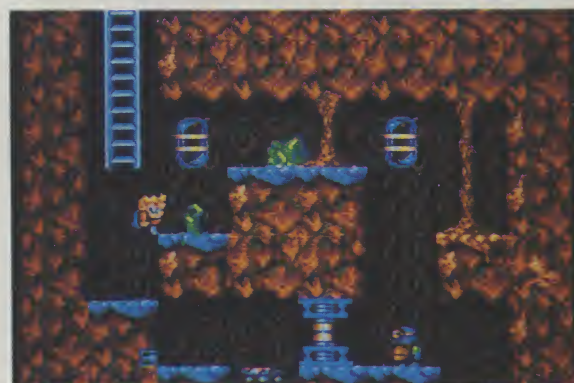
and the game boasts a wide variety of excellent graphics, all of which have been designed with tongue very firmly in cheek. The cartoon sequences preceding play are both humorous and well implemented and give the player the impression that although not breaking through any boundaries, Core have gone out of their way to produce a game with genuine style.

Obviously, no hero can be expected to do his job properly if he is unarmed. To this end, Rick is equipped with a laser gun and a number of bombs although, as with the prequel, both are in limited supply and must be used with caution for best effect. Dotted around however, are numerous bonuses, some of which replenish your diminished stocks. In addition to these more physical defences, you are presented (in true platform style) with 6 lives with which to further your cause.

Playing the game, you will immediately realise that it is not only arcade reflexes that are required. Whilst the game is indeed fast and furious, attempting to speed through will inevitably lead you to blunder into a devious trap, of which there are many. Certain obstacles are seemingly insurmountable and require specific actions to be performed before they can be overcome.

This by no means infers, however, that *RDII* is lacking in any arcade elements. The speed at which some of the marauding nasties come at you push all hopes of a strategic withdrawal firmly to the back of your mind, at which point panic may easily set in as the limited defences you are allowed disappear in a frenzy of blasting.

Graphically, *Rick Dangerous II* is superb. You cannot fail to laugh at the expressions of the characters as they maraud haphazardly into your line of fire, only to taste exactly what it is that heros are made of! Robots, woodsmen, jut-jawed



Muddy colours - but then you're in the Mud Mines, so it's hardly surprising

rock men, bespectacled moles and searing lasers all display an individuality that delights the eye. This is in itself an incentive to play on into the game, just to see what Rick will die from next!

Rick himself is a typical hero - with white teeth and a gleam in his eye - and he struts about with all the confidence of someone who knows a good product when he sees it. Colour is also used to full effect and both are complemented by slick and varied animation.

As far as sound is concerned, Core have opted to go for the appropriate, rather than the technical approach. Certainly there is nothing that will have you reeling in awe at the new found sonic capabilities of the ST, but each sound that there is has been well thought out and fits perfectly. Front-end and level-start tunes are definitely of the cartoon persuasion and round off what is, although dated in concept, a product that proves the continuing feasibility of one of the original game genres. There's just one problem: when you've cracked it (and you will - it's not that difficult) you're unlikely to want to return to it. Time then, perhaps, for *RDIII*...

● Alex Ruranski

pic

5
Interest level
0

hour day week month year

Initial interest will be held by the attractive cartoon-quality graphics and overall slick presentation. Once into the game, the relative ease with which it may be picked up maintains that interest and the level of frustration ensures that players will be determined to complete it. Once achieved however, incentive to return to the game will wane.

ACE RATING
870

ATARI ST

Well designed, coloured and implemented graphics certainly do no harm to the credibility of the ST, and prove that ground-breaking techniques do not necessarily always have the edge. Sound perfectly complements gameplay, whilst promising nothing that it cannot deliver.

RELEASE DETAILS

ATARI ST	£24.99	TBA
AMIGA	£24.99	TBA
IBM PC	£24.99	TBA
CPC	£9.99cs • £14.99dk	TBA
SPECTRUM	£9.99cs • £14.99dk	TBA
C64/128	£9.99cs • £14.99dk	TBA

No other versions planned



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Speed through the cities, deserts, forests and wastelands competing in over 30 gruelling races — day and night in a mad dash for the finishing post.

Race against the computer or friends.

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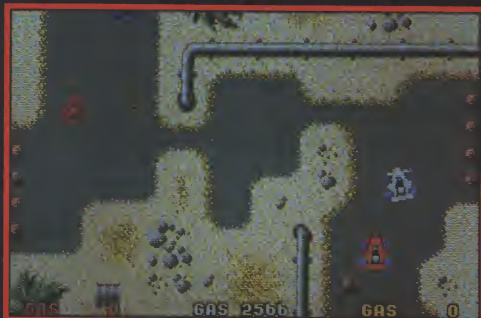
Pedal - to - the - metal fun!

Squeals on wheels!

Lead - free frolics!

Screen Shots from the Amiga version

SEEING IS BELIEVING



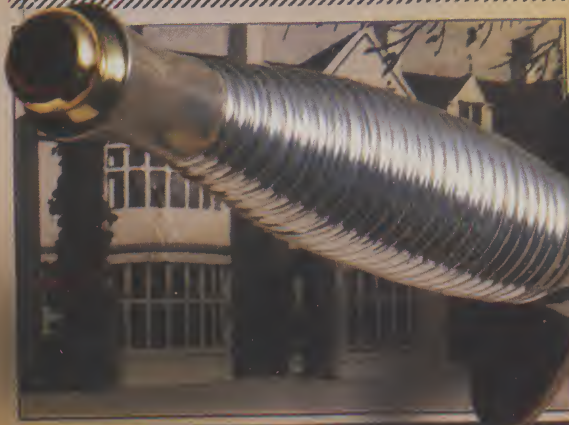
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WE SET THE SCENE ... NOW YOU SOLVE THE ...

MURDER!

19TH JUNE 1941



'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles Innes, aged 46, an attorney from Bar-

rington, W. Sussex. It is believed Mr Innes was stabbed to death at the home of Mrs Audrey

Broom-Hall, actress & widow of the famous film actor Sebastian Broom-Hall; who was holding a cocktail party for the rich & famous. As one of the guests Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor, he is questioning Mr Larry Glover, the prominent political figure, & Dr Victor Jones: No Scotland Yard have yet reached the scene of the crime, but they are estimated to arrive at approx. 10pm - 2 hours after the crime was discovered.



DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER...!

Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Innes who was attending a cocktail party at 'Ghastley Manor'. He reports, "Things are not quite as I initially thought. The guests are entwined with love affairs, disputes over inheritance & outbursts of jealous rage."

Investigations continue.

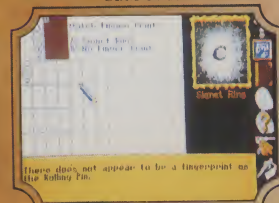


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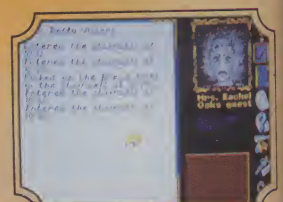
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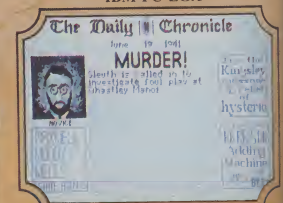
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.



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Out Now



Despite the over-hyped nature of the Turtles, this Konami game is one of the most playable Gameboy titles on the market. Turtle fans will not be disappointed, their idols have been perfectly captured in silicon. Gameboy *Teenage Mutant Ninja Turtles* is a handheld interactive cartoon. The game is simple but immense fun to play. Even when you've completed the game you'll still go back for an occasional play. Go kick some shell.

ACE RATING

830



Japanese software developers are starting to produce unbelievably good audio-visuals on the Gameboy. *Teenage Mutant Ninja Turtles* has been crafted by the best in the biz. Everything from the cartoon series is here. Graphics are detailed and accurate, with well animated 'lifelike' sprites and smooth parallax-scrolling backdrops. Catchy turtle tunes blast out in stereo.

"Teenage Mutant Ninja Turtles, Teenage Mutant Ninja Turtles, Teenage Mutant Ninja Turtles, heroes in a half-shell, Turtle Power! They're the world's most fearsome fighting team. They're heroes in a half-shell and they're green. When the evil Shredder attacks, these turtle boys don't cut a no slack. Teenage Mutant Ninja Turtles, Teenage Mutant Ninja Turtles, Teenage Mutant Ninja Turtles, heroes in a half-shell, Turtle Power!"

Sculpt this out. Teenage Mutant Ninja Turtles are now on Nintendo's mutant mono Gameboy. Ace reporter April O' Neil has kidnapped by the evil Shredder and his Foot Clan cronies. Taking the role of the four half-shell heroes you must rescue April. *Teenage Mutant Ninja Turtles* is a five level parallax-scrolling martial arts arcade adventure. Every level contains three separate stages with a tough end-of-level Foot Clan boss-sprite like Be Bop or Rock Steady. You even go one on one with the Shred head himself.

Each turtle is armed with their own fave weapon and an unlimited supply of Shuriken throwing stars. Leonardo (sword) leads, Donatello (bo stick) does machines, Raphael (sais) is cool but crude, Michaelangelo (nunchuks) is a party dude. Teenage Turtles have all the moves. Your character can turn, jump, kick, crouch, throw ninja stars and strike forward with your sword, bo stick, sais or nunchuks. The longer you hold down on the jump button, the higher you go. You can also change direction in mid-air.

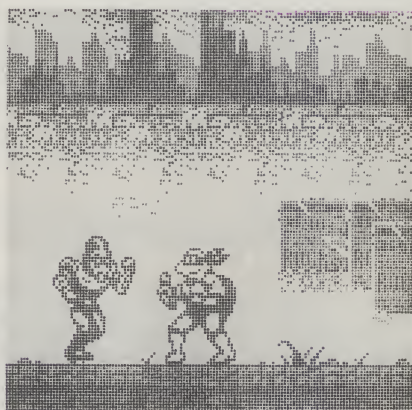
The game is played out in big city locations like down town slums, sewers, freeways, piranha-infested rivers and the huge underground Technodrome fortress.

Yo, weird looking dudes. Your Foot Clan enemies are a mixed-up band of punks, including Foot Soldiers, Mouser (a mechanical dodo bird with two legs and no wings), Road-Kill Rodney

KONAMI gets totally tur- tled on the Gameboy

TEENAGE MUTANT NINJA TURTLES

KONAMI gets
totally tur-
tled on the
Gameboy



Get shreddy with the best in turtle power!

(mono-cycled droid with electric whip), Tubular Transport (a flying bee-like bread box), Be Bop (mutant boar), Rock Steady (mutant rhino) and Baxter Stockman (part fly, part mad inventor). Saved by the shell. You also have to avoid dangerous and deadly obstacles such as blocks that drop on your head, rolling boulders, piranhas, bats and bolts of electricity.

turtle power! You start out with eight hit points – every time your turtle is hit you lose a point. Your turtle is captured when the points reach zero. It's then up to the next turtle to save the day. Power-up on the pizza. You gain extra life points by eating pizza slices or pies.

It's radical. *Teenage Mutant Ninja Turtles* has three bonus games. You activate these secret

stages by walking into certain parts of the scenery. For instance, in bonus game three you use a cross-hair sight to shoot spheres that zoom around the screen. If you hit six spheres you are given a full complement of hit points.

Teenage Mutant Ninja Turtles is like mondo beyondo. Don't deny your destiny. Make turtle tracks to your local dealer. Cowabunga.

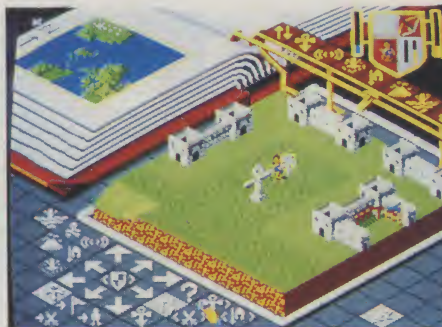
● **Rik Haynes**

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Populous has been an enormous success on home computers. But how does a game like this transfer to console?

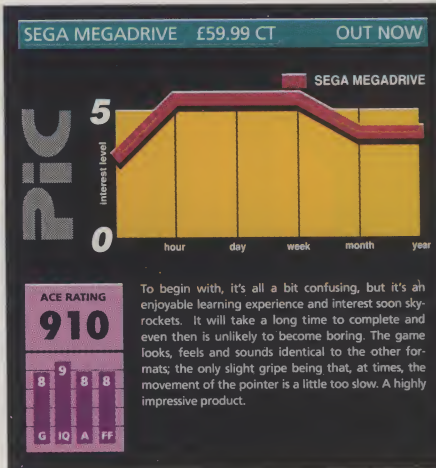
The scenario is simply divine, dahling. There are a huge number of populated worlds in the universe, most of which live in perfect peace and harmony. However, 500 of the better known planets have been invaded by Evil, causing wars, corruption and hideous taxes on beer and cigarettes. On each world you have a small gathering of devout followers and, through the power of faith, you have to build your church, eventually creating a huge army and waging a holy crusade against the growing forces of Evil.

This grand scenario translates remarkably well onto your monitor. In the top-left corner is a large scale map showing the number of buildings

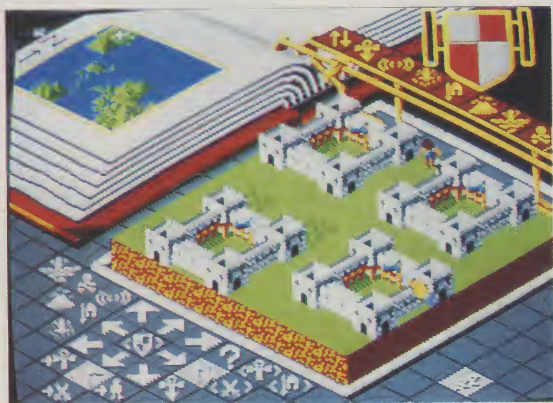


The leader of your followers, as denoted by the ank, otherwise known as the Papal Magnet. To make him stronger, you can order your followers to meet and join with him.

EA plays God, Megadrive style.



POPULOUS



A fast developing homestead, and by placing a small hill in the centre, you can uproot a small number, who will move and develop elsewhere, spreading the good word.

and people of each side. This is used, basically, for judging army sizes and also for picking prime spots to plant volcanoes and swamps in enemy territory to do maximum damage. The top right corner shows two bars, showing the current energy levels of both good and evil gods.

Immediately below the energy bars is a sliding scale, measured not in numbers, but in abilities. As your power grows the slider moves higher up the scale, allowing you to do more. When the pointer reaches the top, you can call armageddon, whereby every man, woman and child race to the centre of the map to partake in a huge battle to decide once and for all whether peace or chaos will reign.

The centre of the screen is taken up with an isometric close-up view of a small part of the map. This is where all the work is done. By

scrolling around the map, either through the scroll arrows at the bottom left of the screen, or by holding down button B and using the joystick, you can select areas of land to flatten and choose where to place your fabulous disasters, as well as just surveying the land.

Finally the bottom left of the screen contains all the system icons. These control map scrolling and selection of all those delightful disasters that prompt comments along the lines of "What sort of a god would let that happen?". The icons also control your subject orders, where you can command your people to build, become knights or just go to battle.

DIVINE POLICY

At the start of each world, or level, you are presented with a pretty sparse map. At the top are some small islands and your tiny following, and at the bottom are some more islands and those too, too awful Evil worshippers. Between is a vast expanse of water. The key is to develop the land while growing your army, eventually connecting the two land areas for The Final Battle.

The easiest way to make your armies grow is to flatten the land, encouraging them to build large houses. Building size is governed by the flatness of the terrain – if the land is very irregular, only small huts will be built, whereas flatlands soon sprout castles. Later, raising land close - by decreases the size of the house and forces one or two inhabitants out to build elsewhere.

As you continue encouraging your minions to go forth and multiply, you'll find your tiny island expanding to encompass new towns and colonies. Evil, of course, is up to the same tricks

and when the two meet all hell breaks loose as warriors cross into enemy territory, fighting and destroying buildings as they go.

Of course, being a deity, there is a fair bit you can do to slow the advance of Evil. As your following grows, so does your power and before long you have a whole range of natural disasters and catastrophes to toy with. Earthquakes and floods, for example, wreak delightful havoc amongst the opposition. A lot of the time you'll find the computer trying to emulate your strategy – for example if you are flattening a lot of land the computer will begin to do the same and there's nothing funnier than flooding his lowlands and wiping out all his buildings and followers.

Populous is not an easy game, not by a long shot. It will take some time before you can fully understand the game-world and start to piece together strategies. Believe me, however, when I say that it's worth every effort. Three cheers for one of the most involving things since live role playing.

● Tony Dillon



WORLD TO CONQUER
GENESIS

BATTLE NUMBER IS 0
LANDSCAPE IS GRASS PLAINS
EVIL'S REACTIONS ARE VERY SLOW
EVIL'S RATING IS VERY POOR
LAND BUILT ON PEOPLE
THE SWAMPS ARE BOTTOMLESS
WATER IS FATAL

	YOU	EVIL
POPULATION	3	3
EARTHQUAKES	YES	NO
SWAMPS	YES	NO
KNIGHTS	YES	NO
VOLCANOS	YES	NO
FLOODS	YES	NO
ARMAGEDDON	YES	NO

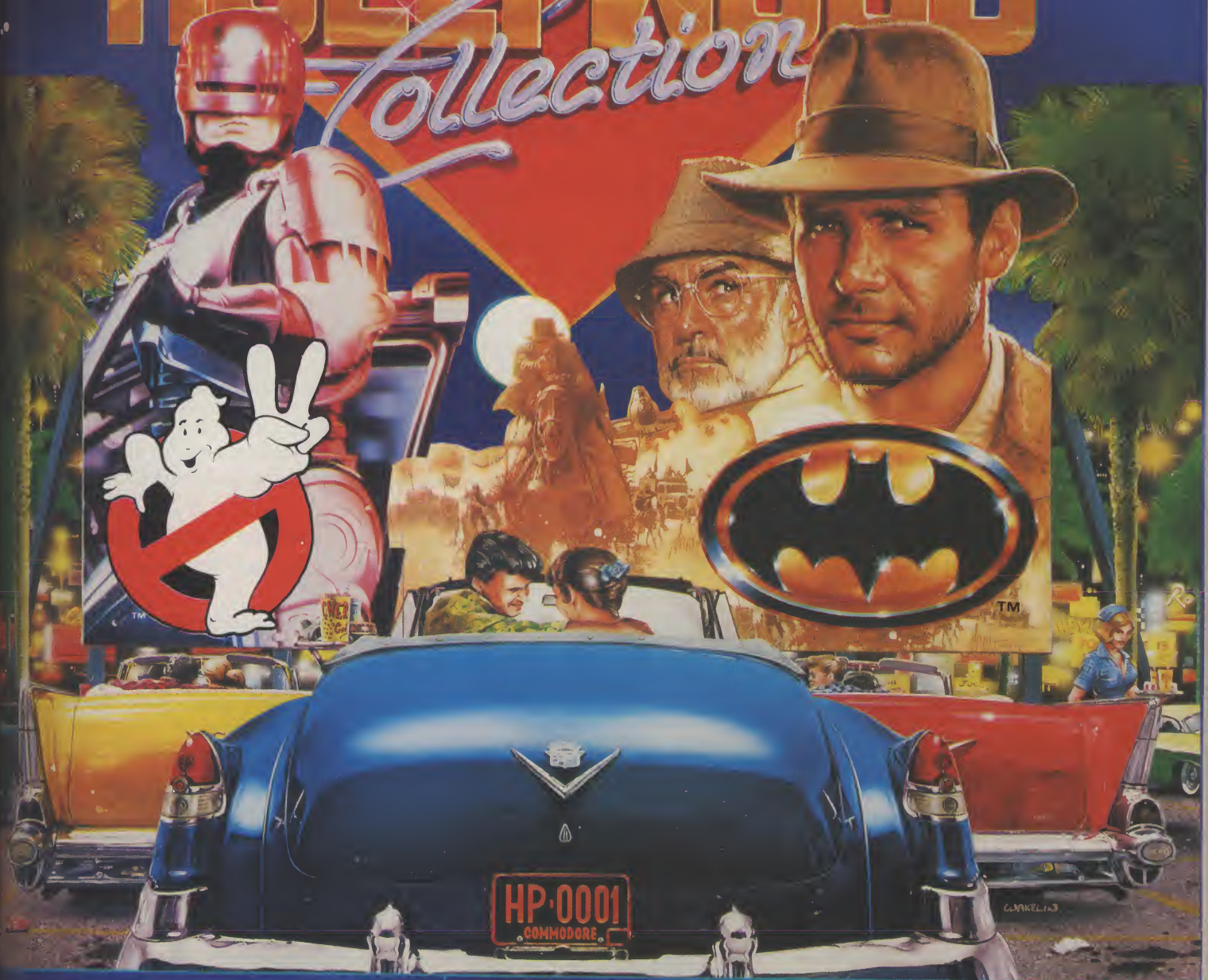
START GAME

At the start of each level, you are shown this info screen that gives you a summarised rundown of what you're up against

THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD

Collection

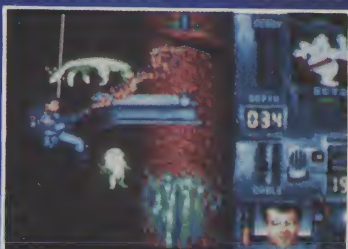


ROBOCOP



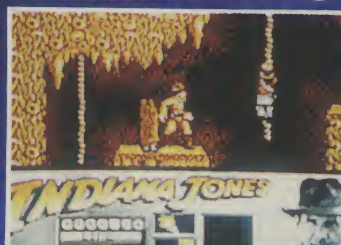
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BATMAN



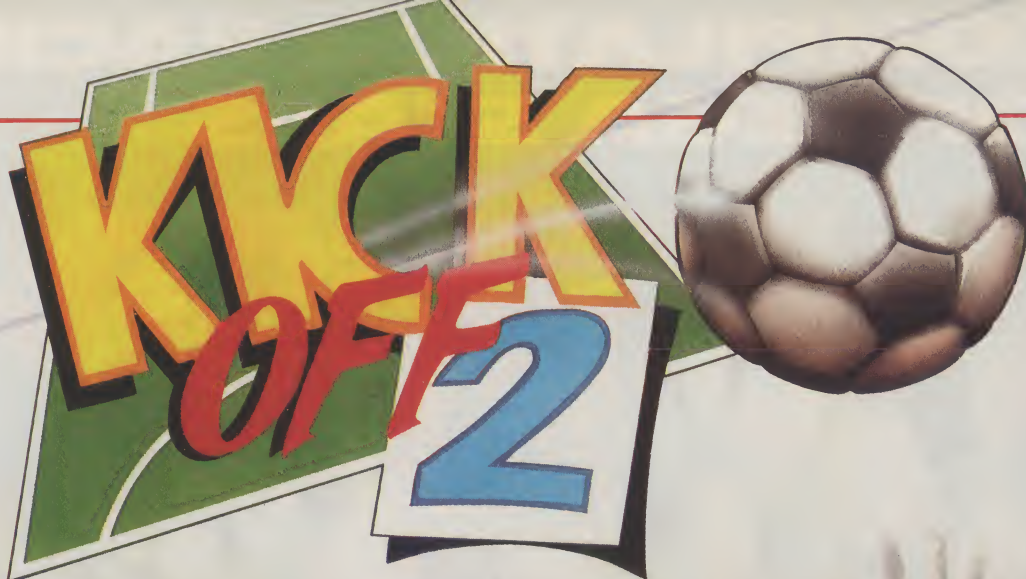
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ANCO



MOONWALKER

He's back, he's bad, he's black and he's quite definitely mad in the latest Megadrive product from SEGA

Michael can be as bad as he likes in real life, but his game, alas, can only aspire to the second-rate. The game features you as MJ in 'Smooth Criminal' attire, fighting (yes, fighting!) your way through five scenes from the movie *Moonwalker*. You start in a bar, work through some haunted woods and heavily armed enemy fortresses

and end up in a 3D space battle with 'Mr Big'. Each section is distinguished only by different back-drops, the action and challenge remain the same – and somewhat limited at that.

Michael faces an eight-way scrolling world with nothing more than a dancer's agility (neatly done – his pirouettes and jives during combat) and a quota of magic (energy to you and me). He also has a hat that acts as a smart bomb. The oppo-

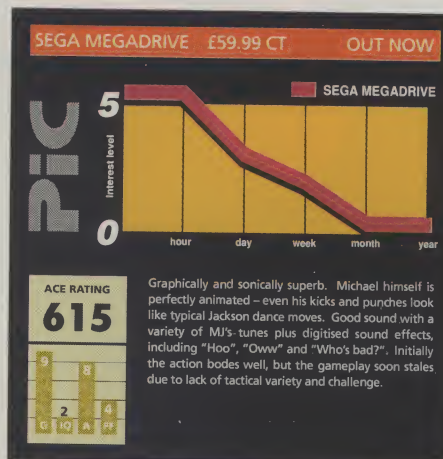


Michael launches his exploding hat at one of the tougher enemy. After all, whose got time for fun and games when there's children to be saved?

sition, on the other hand, stick to tried and tested technology and emerge to blast away with guns whenever possible. You can either use the hat (and a good deal of energy in the process) to get rid of them, kick them (in true dancer style) or you can dodge their fire by jumping. The strength of your attack is marked by your magic energy meter at the bottom of the screen. The more hits MJ takes, the more the magic decreases, until it reaches rock bottom and Mike loses a life.

The reason Michael has left the sanctity of his air bubble in the first place is that Mr Big has kidnapped almost all of our hero's friends – approximately ten dozen identical little girls. The boys, it seems, don't get a look in.

On each level, the children are hidden behind



doors or guarded by nasties that, typically, get tougher as the game goes on. Collect all the children on the current level and you progress to the end-of-level challenge, a la *Shinobi*, which can be anything from a single toughie to a whole army of meatballs. And if you're worried about the blood and guts, it should be stressed that although Michael can punch and kick any crooks he meets into obliteration, he doesn't actually hurt them. We don't want to promote violence, do we, Bubbles?

Rescue the kids, beat Mr Big and go 'Hoo' a lot. Are you bad enough? The game certainly is...

● Tony Dillon

ELECTRONIC ARTS with a multitude of martial arts

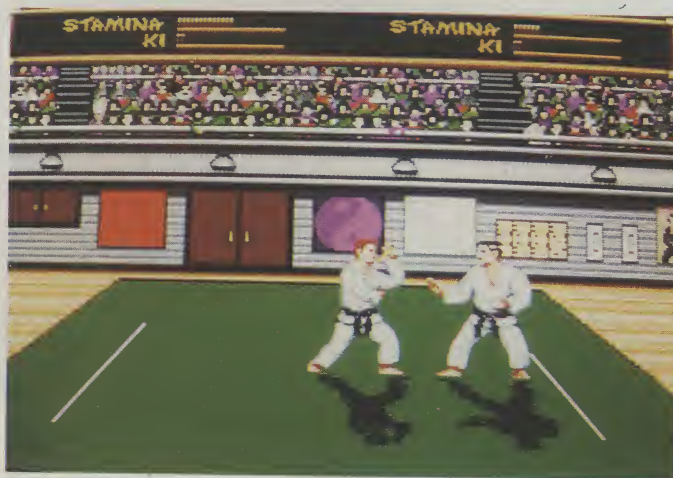
The Budokan is to martial arts experts what Hammersmith Odeon is to budding rock bands. Each year the ultimate fighting tournament takes place and warriors from all over come to compete with all manner of weapons. Formerly an above-average streetfighter, you have been taken from your downtown home to a fully equipped dojo, where you will train in four of the most popular arts (karate, kendo, bo and nunchaku). You must then head off to the Budokan to win fame, fortune and the title 'The Most Dangerous Dude in the World'.

At the beginning you find yourself standing in the middle of the dojo courtyard. Surrounding you are the four huts that house the classes and

a practise mat where you can spar against opponents with different weapons, to help you create winning techniques when faced with better armed opponents.

Learning the different arts takes a lot more time than most other martial sims, simply because there are far more moves than before. Rather than just use the straight eight-way controls, each style also uses combinations to create new and deadlier attacks, such as pushing up-right diagonal on the pad, then pressing a button and pulling hard left makes your on-screen karate expert perform a jumping spin kick, if you get the timing right.

At the Budokan, when you feel you are ready to face it, you have to face a dozen different opponents, using all manner of styles and weapons, many of which you won't have seen



Training over, now you face the first of the twelve fighters of the Budokan. You're facing him with Karate, the fastest art, but also one of the hardest to master.

before, such as Tonfun. To say that the opponents are tough is an understatement and a half. Only through hours of practise are you ever going to have a hope of winning the tournament. Good Luck.

● Tony Dillon



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SUPER MONACO GRAND PRIX

Take a high powered spin with SEGA

Just to jog the memories of those that need it, *Super Monaco Grand Prix* was the first coin-op motor racing game to offer a 'true' driving experience. Taking corners was no longer a case of leisurely turning the wheel to the required degree. It took real physical force to hold the wheels through the curves, as the steering wheel fought to oversteer. The sad fact is that the impressive cabinet and controls only served to mask what was generally regarded as a pretty average race game.

In *SMGP*, you get two race games for the price of one. The first and most challenging is the grand prix itself. Set on a single track, the aim is to progress through a series of heats, each consisting of three laps against all sorts of conditions, such as rain and fog. Placed around the track are three checkpoints that, when passed, give you information on lap times and positions. One interesting twist is that to progress, you have to have a higher position than a set limit that gradually decreases. Fall below this, and you're out of the game.

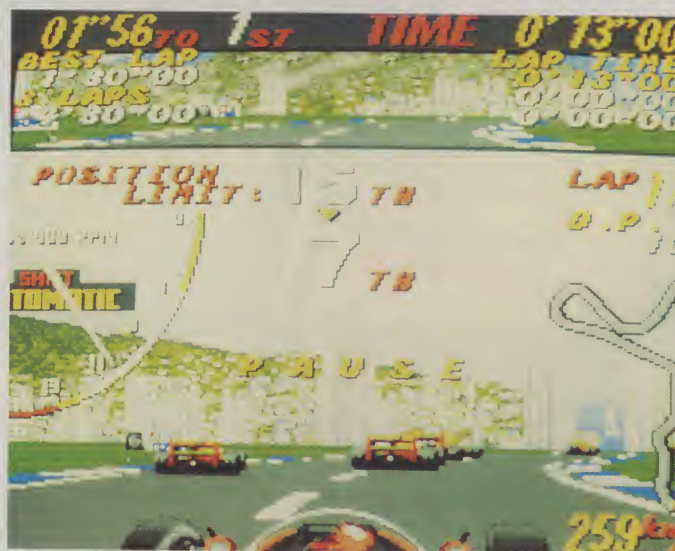
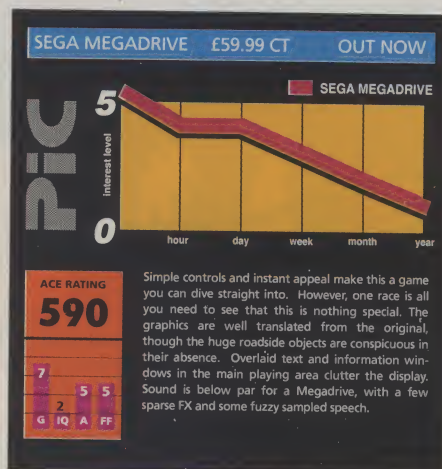
The other game is a straight world championship, the style of which - even the tracks - is more than familiar. Race against a dozen computer cars around ten of the world's most

famous tracks, such as Brand's Hatch and Hockenheim. Crash, or get too low a placing, and you're out of the game.

As well as the two games, you are given a choice of three cars to race, ranging from automatic transmission, for novice drivers, to a seven-gear monster - great for speed, but not so easy on the bends.

It's a sad fact, but *GP* has absolutely nothing new to offer whatsoever. OK, the race genre is a proven one, but there isn't a single gameplay element here that you won't find duplicated several times already in any half-decent games collection. An uninspired conversion of the coin-op that will cost you over fifty pounds, not just 50p.

● Tony Dillon



Tearing into the first bend at just under 260 M.P.H., a cursory glance over the information overlays tells you you're driving an automatic, your in 7th place and if you fall behind the 15th place driver, you're out of the game.

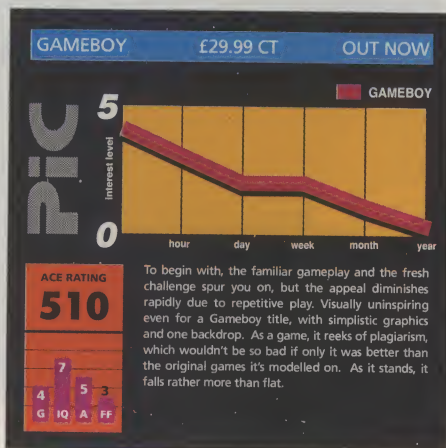
NINTENDO continues the Bros saga

The Mario Brothers have matured a bit since the good old days, where they could find nothing better to do than run around smashing their brains out on any large piece of masonry they could find. In the lapse between their famed head banging sessions and now, they have been working overtime at evening classes and become polished scientists, working in one of the most high-tech labs in the world. But life in a white coat is not all fun and games, as demonstrated in this, a pretty poor follow up to one of the most playable games ever devised.

Bugs have invaded the labs, and - no surprises - it's down to you to destroy them by bombarding them with specific pills.

Describing how the game works is best done by taking *Tetris*, adding Connect 4 and throwing in Dominoes. Each level begins with a predominantly empty play area with the exception of a small smattering of bugs scattered about. Just like Tetris, pills fall slowly from the top of the screen one at a time, can be rotated and finally dropped

DR MARIO



into position. Unlike *Tetris*, the pills only come in one size. They are split into two halves, each being one of the three shades in the game (White, grey and black). Pills can be cleared by lining up four of one shade, but you don't get any points for this. The aim is to create a line of four of one colour, incorporating a bug in place of a pill. When you've wiped out all the bugs on one level, you move on to the next, with more bugs and the pills falling slightly faster.

It's a simple game idea, and not one that works particularly well, I hasten to add. What you have here is Nintendo's favourite game characters playing Nintendo's favourite game, and sadly it just doesn't come close to either

● Tony Dillon



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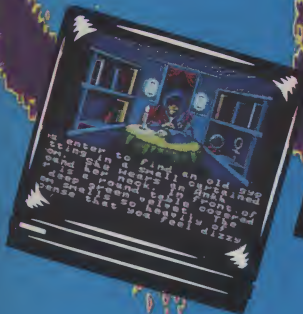
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BOMBS AWAY



How fast is a Rapier low-level air defence missile? How many 30mm M230 automatic cannon's have been produced to date? What does SLAM stand for?

Jane's Information Group, the highly respected supplier of professional defence and aerospace information, has turned its popular yearbooks into digital defence databases on PC CD-ROM.

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Minimum system requirements are: PC XT/AT, 640K RAM, CD-ROM drive with MS-DOS extensions version 2.0 or higher, VGA for images, CGA or EGA for text only, hard disk recommended for subsequent applications of data retrieved from CD-ROM.

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ALL THE ANSWERS

The Rapier missile runs at Mach 2, 600 M230 cannon's have been produced to date, SLAM means Standard Land Attack Missile.



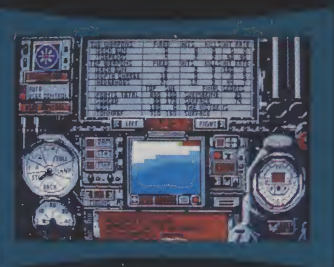
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AMIGA**ANARCHY****Psyclipse £19.99; Atari ST version reviewed Issue 36; ACE rating 625**

Insofar as imitation may be the sincerest form of flattery, Anarchy would appear to be full of praise for the age-old and much cloned Williams classic, defender and whilst clones are not necessarily a bad thing, this depends very much on the implementation. Psyclipse's own interpretation of this mindless blast works quite well. The original Defender relied heavily on speed to provide frenetic blasting action and although Anarchy contains both this, and all the graphic and sonic advancement expected of a 16-bit machine, you may wonder if another version is really needed. The answer is... perhaps. As it stands, Anarchy has managed to retain all the ingredients of the original (pods to protect, numerous aliens to slaughter and the deep-space level signalled by the loss of all the pods) but whilst having been aesthetically embellished, (4 level parallax, 48 colours, sampled sound) may appeal to blast-fans only. Recommended to try before purchase.



Anarchy / Amiga

AMIGA RATING: 650

Time Machine / ST

ATARI ST**TIME MACHINE****Activision £24.99; Amiga version reviewed Issue 37; ACE rating 800**

Time travel... Oh to be hurled through the space-time continuum in millions of tiny particles... What joy!

Vivid Image's puzzler, featuring the manipulation of time by a certain Professor Potts, has made it to the ST in all its glory. Not only have the graphics retained their crisp, cartoon quality, but the sound also appears to have lost little in the transition. Inevitably, the puzzles are identical, making Time Machine on the ST the addictive arcade puzzler it is on the Amiga. (Yay Vivid Image!)

AMIGA RATING: 800**IBM PC****WELLTRIS****Infogrames £24.99; Amiga version reviewed Issue 36; ACE rating 901**

Reviewed in the September issue on the Amiga, this "follow up" to the classic Tetris has made it across to the PC in all its glory. Gameplay is identical and all the usual PC options (CGA/EGA and additional soundboards) are catered for. As with the Amiga version, Welltris does not exactly stretch the machine to its limits, but similarly to Tetris, its addictivity relies on its simplicity. An essential puzzler for PC owners.



Welltris / PC

AMIGA RATING: 911**UPDATES REVIVAL!**

Our Updates section is being completely relaunched next month to give you the best possible coverage of new conversions. We regret that as a result the section this month has had to be reduced to a single page while we change over to the new system. Next month will make it all worth it, so don't miss it!

UMS II

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MASTERS OF STRATEGY

SIM CITY

Cash and 'quakes from
Infogrames/Maxis bestseller

First a quick tip for the ST version of this Megalomaniac's dream, from Mr. P.R. Booth of Doncaster. Hold SHIFT and type in MONEY to credit your bank balance with an instant \$10,000. This may be repeated to a maximum of \$89,999. Occasionally this may trigger an earthquake, although Mr. Booth says that if the cheat is employed in January, the risk of a quake seems to be lessened. If an earthquake does occur, it's best to maximise your cash as you'll spend a fair wad on resurrecting the city!

The second of the Sim City tips is for the Amiga and comes from David Ewing of Belfast, Northern Ireland, who says that (unlike the cheat printed in issue 36) it may be used by those who have already started to build a city. Apparently if the cheat is repeated every year, vast quantities of cash are at the players disposal. It works in the following way:

1. Turn OFF auto-budget and select fastest speed setting.
2. When December comes around, call up the budget for that year and increase the tax rate to 20%.
3. Wait until some more sand has run from the timer choose "Go with these figures".
4. The budget for the following year is automatically displayed.
5. Reduce the tax rate to 0% (resulting in maximum growth) and choose "Go with these figures".

The outcome of this is that 20% taxes have been collected from the Sims without them realising - taxes will also disappear from the problems section of the city evaluation.



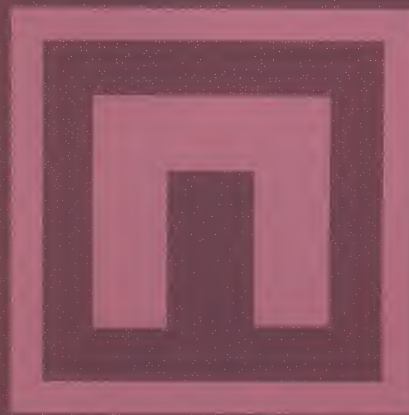
At last! T'N'T has a
new editor...

Newcomer Alex Ruranski is now putting together the section that gets you out of trouble - and this month he's got tips for Sim City, Last Ninja II, Space Quest III, Xenomorph and many more.



elcome to the new T'N'T. I'll be giving you more tips, more solutions, and more hints than ever before over the coming months. Most importantly for some of you, I'll be sorting out the problems relating to our serialised solutions, whose appearance has been somewhat irregular pending a new TNT editor.

Next issue will see the return of Console Corner, Jon with his cheats, (unfortunately omitted this month due to T'n'T changing hands), and the continuation of *Xenomorph*, *Drakkhen* and some major hints for *Chaos Strikes Back*. Any hints you may have would be very gratefully accepted. In particular we're looking for tips for *Captive*, *Xiphos*, *Operation Stealth* and *Shadow of the Beast II* - and any short, quick hints on popular games would be well appreciated.



SPACE QUEST 3

Solve your problems
with the universe in
Sierra's famous
graphic adventure

Thanks to Tim and Matthew Whitby for this. Deep breath.... here goes.

ESCAPING FROM PLANET 1

Get the wire in the tunnel and go to the conveyor belt. Climb on to the conveyor and jump. Travel left until you reach the u-turn and climb down into the mobile-chair. Go around the u-turn and two-thirds of the way into the next screen. Collect the motivator. Travel right and stop just after the second u-turn. Place the motivator in position. Travel left until you reach a chute. Examine the wall and then the hole. Take the reactor. Climb the ladder and take it.

Make your way to the robot's head and.... after you've been mugged by the rat, go back down the chute and retrieve the wire and reactor from where the reactor was first found.

Use the ladder, climb it and get it again. Go back to the robot's head (no rats this time!) and get as near to the broken eye as possible. Climb. Use the ladder on the side of the ship and climb again. Open the hatch. Use the reactor and the wire. Sit in the pilot's seat and examine the screen. Switch the radar and the engines on and Whoosh! Having stopped, press '8' to instigate weapons. Turn on the shields and fire. ☺



**PLEEBHUT**

Travel to Pleebhut at light speed and once arrived, go to the 'World of Wonders'. Show that you have the gem (?). Say "no" twice and then "yes" at 425 Buckazoids. Now for a shopping spree.

What to buy:

- 'Orat on a stick'
- 'Heat-proof underwear'
- 'Astro-chicken flight-hat'.

Matthew and Tim advise that you should SAVE the game at this point as it gets rather tricky.

Return to your ship. Enter the screen via the X on the map. Travel left and once you see the 'Terminator' footprints, walk around the killer-pods, leaving the nasty to walk under them and perish! DO NOT ATTEMPT TO PICK UP THE INVISIBILITY BELT. Stand to the left of the belt and use Orat. Return to your ship.

TIME FOR A SNACK....

Travel to 'Monolith Burgers'. Walk to the arcade and insert Buckazoid. Play the arcade game until your score stops increasing (298/738). Order a fun-meal from the counter. Sit down to eat your meal and you should find a decodering. Enter the tunnel and climb-down.

OFF TO THE HOT ONE!!

Once entered the ship, wear the underwear. Fly to Ortega and when you arrive, go to the other ship. Travel to the scientists and wait behind the rock until they leave. Take the detonator and the pole. Go to the screen on the right, then walk two screens up. Walk down the steps and one screen to the right. Climb the ladder and walk to the edge of the hole. Drop the detonator and climb down. Return to the ship and at the point where the unstable rock have disappeared, use the pole. Enter the ship..

**MEAN STREETS**

Further to the comprehensive tips printed in issue 36, here's how to get the final two missing cards. The GREEN card is held by John Klaus, who is a reasonable guy and will give both the card and the password (GREEN - pawn) without a fight. The RED passcard is indeed in the fishtank. Find the fishfood by moving the lamp nearby, after which you have only to take the card. (J. Karlsson, FINLAND)

LET'S GO TO SCUMSOFT!!

When you've arrived at Scumsoft, any direction will lead to the bushes. Wear and use the belt. Enter Scumsoft and go down the steps. Press the button and walk forward. Enter the first door on the left. Look, and then examine the closet. Take the coveralls (all objects carried will be dropped but don't fret) and leave. Walk forward and enter the door on your right (without the keycard monitor).

SAVE the game at this point.

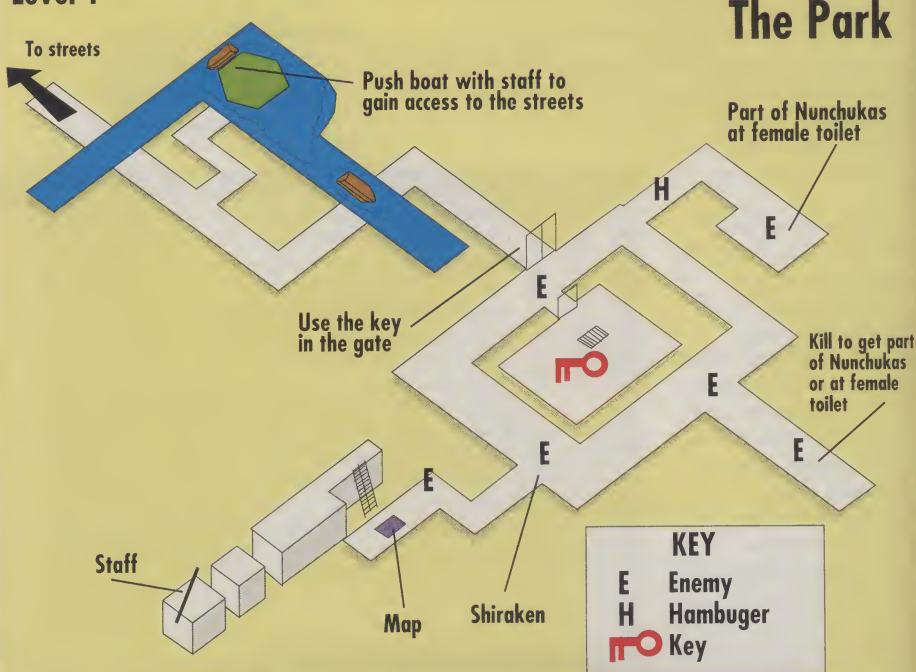
Work your way tot the top of the screen. You should come across a picture of the boss - take it. Copy the picture with the nearby photocopier and replace the original. Once in the bosses office, empty the bin with the vaporiser. Exit the screen to the right and then return, by which time the boss should have left the office. Take the keycard and go back to the corridor. Find the correct door and use the keycard. Use photocopy and press the button. Stand right next to one of the men and use the vaporiser.

SAVE the game.

You should suddenly find yourself in a giant robot about to fight the big bossman. Continue

LAST NINJA II

Another serialisation for your delectation - this time the first three of the seven levels of System 3's oriental extravaganza...

Level 1**Level 2**